

The *Strands Earthdawn Q&A* is an archive of questions from various Earthdawn players and GMs. Most of the answers were posted by Lou Prosperi (formerly of FASA) on America On-Line. And, of course, the Strands dudes provide our angle on the situation.

**#00001**

**Q.** Is your Initiative step affected by a Battle Shout and/or Taunt and other such talents?  
**A.** Yes, Battle Shout and Taunt (and other such Talents) would affect Initiative.

**#00002**

**Q.** How do you determine initiative for a mount/rider combo?  
**A.** Use the rider's Initiative for most actions when the rider is mounted. If the mount takes its own actions (which is fairly unusual) you could make an Initiative test for the mount. If the rider is not mounted, and both the rider and mount will take actions, you should make tests for both.

**#00003**

**Q.** Can a character/creature with multiple attacks hold just some of them? For example, the characters meet a bloatform. Could it cast two spells, then hold the third action to corrupt karma at some later initiative? What about characters using Second Weapon, Swift Kick, Second Attack, etc.?  
**A.** In the case of Horror powers I would say yes, the Horror could hold one of more of its allowed actions. In the case of Talents however, I would say no. Sometimes those Horrors get to break all the rules.

**#00004**

**Q.** A Esparga, for instance, has 3 attacks in a round. Is that right that the creature can stand up after knocked down and attack two times in the same round?  
**A.** No, this means the Esparga can \*attack\* three times per round, not take 3 Actions.

**#00005**

**Q.** How many "Actions" does it take for a Horror to get up or make a Willpower Test? I'm thinking that it should be one "physical" action to get up and one "spell" action to make resistance tests.  
**A.** When a character or creature gets knocked down, if it gets up, that is ALL it can do. The number of attacks a creature or Horror gets is NOT the number of \*actions\* they can perform each round, it is the number of \*attacks\* they can make per round.

As for making Willpower tests to resist the effects of certain types of spells and abilities, I would probably allow a Horror (creature) to make a number per round equal to his Number of Spells.

#00006

**Q.** It says on P.197 ED that the target of a grapple can do nothing except try to escape. Does that mean the target could not:

- ✳ a) Attack with unarmed or armed combat?
- ✳ b) Cast a spell (with or without threads)?
- ✳ c) Use a power (i.e. Shift Skin)?
- ✳ d) Use a talent that requires an action (Taunt, etc.) or does not (Battle Shout, etc.)?

**A.** The Grappling rules are written from the point of view of one Name-giver grappling another of roughly equivalent size. To answer your questions directly:

- ✳ a) No, but a grappled character could use his Unarmed Combat talent (if has this talent) in order to break free from the grapple.
- ✳ b) If the grappled target is a Name-giver, I would say no. If, on the other hand, the grappled target was a creature or Horror with an innate magical ability, I would say yes.
- ✳ c) See above.
- ✳ d) I would say a grappled character could use Taunt, but probably not Battle Shout. The reason is that Taunt is intended to distract the opponent, while Battle Shout is meant to cause fear in the target. It is easier to distract an opponent who has you grappled than to scare him.

**Strands:** We really don't understand Lou's answer to part d). The ED rulebook says quite clearly that "the target of a successful grapple attack can perform no ACTIONS while grappled, except to try to break free of the attacker's hold." [ED 197] Doesn't taunt require an action?

#00007

**Q.** What are the grappler's options:

- ✳ a) If it is a character grappling, can he Swift Kick the person held, or attack him with unarmed with the attack granted from an Air Dance?
- ✳ b) If it is a creature grappling (say a Wormskull grabs a windling), does it take all of the creatures actions to grapple, or could the Wormskull use one action to hold the windling and the second to slug somebody else?

**A.** In general, the grappler can't do much aside from hold the target, and squeeze. As to your specifics:

- ✳ a) No. The only type of attack is to squeeze the victim.
- ✳ b) No, but the Wormskull could use its powers against both the victim and others.

#00008

**Q.** Can you use Swift Kick to grapple?

**A.** No. An attempt to make a Grappling attack is done by making an Unarmed Combat (or Strength) test.

**Strands:** This answer contradicts the text on P.197 ED: "When attempting a grapple attack, the character makes an Unarmed Combat (or DEXTERITY [*not* Strength] Test) against the target's Physical Defense".

#00009

**Q.** Is the Physical Defense of either of the grapplers changed?

**A.** I would reduce the Physical Defense of both grappler and grapplee to 2 or 3 against attacks from other characters/creatures.

#00010

**Q.** Are grappled characters considered Harried?

**A.** I would say that a grappled character is harried, but they suffer from enough penalties as it is, so I wouldn't reduce their Strength step by -2 steps when attempting to break out of a grapple.

**Strands:** We agree with Lou: the grappled character has enough penalties as it is, since she can only try to break free. Why penalize them any more?

#00011

**Q.** You said that a Horror could grapple and still use its powers. Would it take any actions away from the Horror to retain the hold?

**A.** Yes, I would count maintaining the grapple as one of the Horror's actions.

#00012

**Q.** Can a character and his mount both make attacks in a round?

**A.** Yes, but the character on the mount (probably a cavalryman) needs a way to get his mount to attack. This most often done with the Mount Attack, but Empathic Command might also work, as might Animal Handling.

#00013

**Q.** The Charge talent says that the character must use one round to build up momentum. Is this also true of someone who is just charging (is not using the talent)?

**A.** I would say yes. Charging attacks always require the mount/rider to build up momentum in this manner.

**Strands:** Remember that charging can be a skill as well as a talent.

#### #00014

**Q.** To charge you need one full round of momentum. This seems unfair to a cavalryman on a normal war-horse. A war-horse needs over 100 yards, while a Thundra Beast needs 90, a Troajin 57, a Huttawa 57, and a Granlain 57 ( and step 12 dam, ouch! ), etc. Doesn't that seem a bit unfair?

**A.** Charging for a full round does not necessarily mean that the mount must run its Full Movement, only that it must build up momentum for a full round. Exactly how the cavalryman does that is up to the GM.

#### #00015

**Q.** In aerial combat, does a character/creature who suffers knockdown always hit the ground? If so, how high up would you have to be to have a chance to recover?

**A.** In the case of aerial combat that occurs high above the ground, Knockdown does not necessarily mean the character hits the ground. In this case it could simply mean that he is off balance, but suffers the same game effects as Knockdown. As for how high a character would need to be to not hit the ground, that would be up to the gamemaster.

#### #00016

**Q.** Does a character have to take a round to gain the benefits of a charge if not using the talent?

**A.** Nope. A character making a Charging attack but NOT using the Charge talent does not need to spend an entire round riding towards the target.

**Strands:** Both the Charge talent and the Charge attack allow the rider to add the Strength step of his mount to the Damage step of his attack. In addition, the Charge talent allows a character to add his Rank in Charge, plus Karma dice, to the Damage step of a charge. This seems to make sense, since the Charge talent is magical. However, it seems strange that the talent requires the added burden of an entire round riding towards the target while the Charge attack does not. It seems that, by definition, a Charge attack should require time to build momentum to get the damage bonus. Thus, we disagree with Lou, and possibly the ED rulebook.

#### #00017

**Q.** How do you handle aggressive attacks with talents like Air Dance, Second Weapon and Second Attack? Do you just let it apply for the first attack? Do you let it affect both attacks? Do you make the player take another point of strain to get the +3 step bonus on his second attack?

**A.** If you attack aggressively in a combat round ALL attacks are aggressive. Meaning you gain the bonuses/suffer the penalties for all attacks.

#### #00018

**Q.** Is this a legal combo: Air Dance, Acrobatic Strike, aggressive attack? and how about adding Tiger Spring?

**A.** Yup it is! Acrobatic Strike is an Attack Talent, while Air Dance (and Tiger Spring) are both Initiative talents. The Rule of Three (in the ED Companion and GM Pack) states that Initiative tests, Attack tests, and Damage tests can each be increased using up to three bonuses, including talents, spells, and other magical abilities. Aggressive Attack is a combat option, and is perfectly legal in this context. That being said, I pity the target of this rather nasty attack!

**#00019**

**Q.** Can an "aggressive attack" be combined with other types of attacks such as Down Strike, swooping attack, Surprise Strike and so on?

**A.** Regarding Aggressive Attack: Aggressive Attacks can be made in conjunction with any attack talent, including Down Strike. Aggressive Attacks can not be made with Surprise Strike, as that talent assumes the character is attempting to be quiet about his attack, and Aggressive Attacks are by their very nature, wild and obvious. Aggressive Attacks can also be used with both Mounted and Aerial Combat, assuming the gamemaster allows both of these types of combat in the game.

**Strands:** Surprise Strike holds a different meaning for us. We imagine it as a character suddenly acting against his target, surprising him. The 'surprise' situation is created by the magic inherent in the talent and does not necessarily imply the surprise situation on page 202 of the ED rules. Thus, there would be no problem using Surprise Strike during an aggressive attack.

Also, as a side note to aggressive attacks, Missile Attacks can not be made aggressive.

**#00020**

**Q.** Can a character who is permitted to spend karma on Willpower tests add a karma die to the recovery test from stun damage (p.200 ED)?

**A.** No, since this is not a Willpower test. Rather, when recovering from Stun damage a character can add his Willpower Steps to his normal Recovery test.

**Strands:** P.200 ED states "The character adds his Willpower step to the first Recovery Test he makes after taking the Stun Damage. (This bonus applies only to that Recovery Test.)"

**#00021**

**Q.** Can a called shot be used to get an armor-defeating hit?

**A.** A situation like this would be at the discretion of the gamemaster. There are two ways in which a gamemaster could determine this. First, allow the character to try the Called Shot with the normal -3 Step penalty, needing only a Good success or better to achieve the Armor-Defeating hit. Thus the character sacrifices the 3 steps for a lower success level. Another method might be to allow a player to try to make a Called Shot to hit a hole in the target's armor, getting an Armor-Defeating hit on any level of success. In this case, I would make the penalty more than -3 Steps, more like -4 or 5 steps.

#### #00022

**Q.** Does the "defensive stance" cause all tests, including recovery and avoid blows, to take a 3 step penalty?

**A.** Yes, all the character's Step Numbers are reduced by -3 Steps. This reflects the fact that the character is focusing most of his efforts towards defense.

#### #00023

**Q.** What happens if an opponent chooses not to follow someone "giving ground"? Does the character giving ground still get to attack, or do they back away before they can attack?

**A.** Regarding Giving Ground: It depends on which character won Initiative. If the character Giving Ground won Initiative, he could attack his opponent before moving away. If he lost Initiative and his opponent doesn't follow, he would not be able to attack.

**Strands:** In this situation, if the opponent did not attack, I see no reason why the character "giving ground" could not attack. There is nothing stopping the character from giving his ground and if he has more movement left, then moving in to attack. If his opponent does not attack, then the bonuses of giving ground are useless.

#### #00024

**Q.** If you are using the Shatter the Shield optional rule, would you say that shields can be shattered by spells?

**A.** Yes!

#### #00025

**Q.** When you get up from being knocked down, can you move and do simple actions (like Great Leap) or is just getting up all that you can do?

**A.** I would only allow the character to get up, but the rules state the getting up only prohibits characters from using Talents that require an 'Action' so 'simple' actions (Great Leap) would be okay.

#### #00026

**Q.** If a character's Initiative step is 3 or less, and then she is knocked down, is it correct that she will not be able to get up for two rounds (-3 steps for being knocked down, which reduces his step to 0)?

**A.** The -3 step penalty due to Knockdown does not apply to Initiative tests.

**Strands:** According to the ED rules, pp 192, the determination of Initiative involves an Initiative Test. Also, "Knocked-down characters also reduce the step of all tests by -3." [pp 202 ED]. Since Initiative is a test, being knocked-down should reduce it. We also think that if a character's Initiative is 0, she should be able to act every round, albeit last.

**#00027**

**Q.** If a creature has multiple attacks and is knocked down, does it take all of its attacks for one round to get back up? What about a character using Air Dance, Second Weapon, etc.?

**A.** If a character or creature is knocked down, getting up is *\*all\** the character/creature can do in the next round.

**#00028**

**Q.** I am running a T'skrang thief with an illusionist companion (windling). If she were to cast Displace Image on me, would that qualify for "surprise?" If so, the talent would be very dangerous, as I would be able to "surprise" several people in the encounter...

**A.** Displace Image is meant more as a defensive spell than offensive, but I guess it could be used in the manner you describe. In the situation you describe, I would only grant the advantage of surprise (and hence Surprise Strike) the first time the displaced character attacked, as this would very likely tip off everyone involved in the battle that they are dealing with illusion spells. BTW, I would grant a blindside bonus to all the attacks made by the displaced character, as the targets of the attacks will most certainly be caught off guard.

**#00029**

**Q.** ED-book says that a character who was knocked out can stand up after one minute and a "successful" recovery-test. Is that really realistic, that the character after woken up can stand up and fight again?

**A.** Re-read the rules about this. A minute after being knocked unconscious a character *\*can\** make a Recovery Test. This doesn't mean the character is fully healed, only conscious. Is it realistic. Maybe not, but remember it *\*is\** a fantasy game.

**#00030**

**Q.** Why does a creature only have half of the legend points compared to the same creature I made by myself?

**A.** The system for creating creatures and assigning Legend Point awards is not a precise one. The Legend Point awards for creatures published in Earthdawn products are adjusted based on how tough the creature is in game play, as well as how much it should be worth when defeated. Many of the creatures are worth less than they *\*should\** be according to the creature creation system, but it's for reasons of game balance and difficulty versus reward.

**#00031**

**Q.** Would Repel Insects work on Blood Bees? Our Nethermancer used it and I allowed it to work - was that a mistake?

**A.** I think Repel Insects might work against Blood Bees, as well as perhaps against Black Mantis. It's up to the Gamemaster on this one.

**Strands:** Again, we must state that we totally believe that the GM and the players are the true source for what should work or shouldn't. No matter what the rules state or advice given, if it doesn't work for you, don't use it. This goes for the opposite also. If the GM makes a decision and it works for the group, then run with it!

**#00032**

**Q.** Some creatures like Demi-wraiths and Shrieker Bats have powers that paralyze other creatures but they don't list for how long? Would it be safe to assume that the duration is equal to the Demi-wraiths or Shrieker bats spellcasting step?

**A.** Sure, a number of rounds (or perhaps minutes) equal to the Spellcasting (or Effect) test result.

**Strands:** There is a big difference between rounds and minutes. If minutes, then most characters will die. We suggest rounds.

**#00033**

**Q.** Explain Armored Scales (Dragon power). Is the Armored Scales rank additional armor, or is it simply the rank of the power for purposes of Dispelling the Armored Scales?

**A.** This is one of those weird things that slipped by during the development and editing of the game. Here are my suggestions. There are two ways to interpret how to use this power. First, ignore the Armored Scales Step Number, meaning that if a dragon has this power, you need an Extraordinary success to get an Armor Defeating hit. The second way is to make an Armored Scales test using the Step Number to determine the dragon's Armored Scales rating. This result would be the dragon's Armor Rating for a number of minutes equal to the result. In this case, the dragon can choose which Armor rating to use. In either case, the Step Number is used as the rank for Dispelling purposes. I prefer the first method, but the second might make dragons a little more beatable.

**Strands:** We also prefer option #1.

**#00034**

**Q.** Regarding the nethermancer "Repel Insects" spell. Would this have any effect on Invae?

**A.** Repel Insect would NOT work against Invae. Though they are similar to insects in some ways, they are different enough that the spell would be ineffective against them.

**#00035**

**Q.** At Eighth Circle the Air Sailor gets Crushing Blow, but they never get Battle Shout, which is required in the same round. What's the situation?

**A.** Ignore the line requiring the Battle Shout talent.

**#00036**



**Q.** If, for example, two griffins were going to attack a Beastmaster, could the Beastmaster Dominate #1 to attack #2 if the Beastmaster was also going to attack #2 (thus making the situation just as dangerous for the character as the griffin)?

**A.** Sure, no problem, except for perhaps those swinging claws. . . Just to let you know, the Adept's Way, a sourcebook devoted to the disciplines and how they are practiced in Barsaive, offers more extensive guidelines for the Dominate Beast talent, including controlling more than one beast at a time.

**#00037**

**Q.** How much control/effect do Elementalists have over mundane forms of the True Elements, if any at all?

**A.** Elementalists' control of elements (both True and mundane) come from their various talents and spells. Aside from those, they have little control over anything.

**Strands:** Talents are what distinguishes an Adept from "normal" Name-givers, who may only learn skills. Thus, that must be where the Adept gets her ability to influence the elements.

**#00038**

**Q.** Several Elementalist spells make reference to the Elementalist conjuring small quantities of mundane elements (ie, Flameweapon ED p158 "The Elementalist conjures a small flame as he weaves the first thread. ..."), can the elemental "conjure" elements at will? Maybe a Half-Magic Test to do so, say to light a campfire or a torch?

**A.** According to the rules as they stand, no Elementalists cannot do these things, but I think it's a cool idea. If you were to use this, I would make it a half-magic test against a Difficulty Number of 8 or so.

**Strands:** Even a cool idea can unbalance a game. This would give the Elementalist too much power. Think about the possibilities. The spellcaster would never need water if he could conjure this up with half magic. Starting fires would be a breeze and he could supply himself with enough air to survive being buried for a very long time. At first, this may seem like a small ability to give, but it quickly unbalance this discipline.

Conjuring small quantities of mundane elements would be reasonable low Circle spells.

**#00039**

**Q.** In the Earthdawn Companion the Elementalist and Troubadour are the only Disciplines that do not get the "Increase max karma by 25". Why?

**A.** The Disciplines were not designed so that they all had the exact same bonuses. Not all Disciplines get the same bonuses to Defense Ratings either. There is no reason for this aside from the fact that the Disciplines weren't designed to be exactly equal, but instead to be appropriate and fun to play.

**Strands:** Excellent point!

**#00040**

**Q.** First, the Death Strike ability says that if the character makes a successful test, the Horror takes an amount of damage equal to the character's Willpower + Toughness steps. Does this mean that a character would roll the dice for a Step number equal to Willpower + Toughness steps, or does it mean "add the steps and do that much damage?"

**A.** When a Horror Stalker uses the Death Strike Talent, the adept makes a damage test using his Willpower (or Willforce) + Toughness as the Step Number.

**#00041**

**Q.** What is the Durability for the Horror Stalker?

**A.** The Horror Stalker's Durability is 6/5.

**#00042**

**Q.** Why does the Horror Stalker get Willforce and why is it Discipline Use? I did notice something in the description of Willforce (ED,121) about using the step number to resist any effect targeted against Spell Defense, but I don't know what that means. How do you use the step number to resist, and what effect would the talent being Discipline Use have on it?

**A.** Willforce can be used to augment Willpower tests when resisting fear and other (often Horror-based) magical abilities. This is why the Horror Stalker gets Willforce as a Discipline talent. Also, as shown above, Willforce can also augment the Damage test made against a Horror when the Horror Stalker uses the Death Strike Talent.

**#00043**

**Q.** Do Horror Stalkers know when they are Horror Marked, or are they like other Adepts and won't know until the Horror uses an ability on them. If they don't know, how do they use the Bear Mark talent? Also, is it wrong to assume that Death Strike doesn't follow the rule whereby it must be successfully used before raising its Rank? Also, do Horrors know the nature of the Name-giver they have marked, and take caution when dealing with them, aware of their unique and deadly talents?

**A.** Horror Stalkers can probably detect Horror Marks on themselves through Half-magic. Also, since they often seek out Horror Marks, it's likely they get what they want. Yes, the Rank in Death Strike can be raised without using the talent. As for the Horrors knowing about their victims, I would say that they don't know any more about their victims than a character would know about an opponent.

**#00044**

**Q.** I would like to know what the half magic for the horror stalker would be.

**A.** Half-Magic for the Horror Stalker would likely include knowledge of the Horrors, Horror legends, the ability to recognize the effects of Horror powers, Horror Marks, etc.

**#00045**

**Q.** Can Horror Stalkers become Lightbearers? If not how do the various Lightbearer abilities take into account the Horror Stalker's marks?

**A.** Horrors Stalkers can most certainly become Lightbearers!

**Strands:** This seems natural: many of the Lightbearer powers help to stave off a Horror's influence.

**#00046**

**Q.** I know that the Journeyman has no pre-set Discipline talents and after 1st Circle he can choose of the talents he has learned and use it as a Discipline talent but...can he choose talents like Taunt, Willforce, and Wind Catcher which are Discipline Talents for no one?

**A.** Yes, the Journeyman can choose Talents as Discipline Talents that are not so for other Disciplines, (such as Willforce, etc).

**Strands:** Note that at seventh Circle a "Wizard may spend a Karma Point on actions using Willforce and Willpower only" (pg. 90 ED Rulebook). This essentially makes Willforce a Discipline Use talent for the Wizard.

**#00047**

**Q.** Does the Journeyman Discipline get to pick what characteristic bonuses they get? (+1 to Physical Defense, can spend Karma on Dexterity and so on...) Do they get characteristic bonuses? Or does the 9th Circle Morphism talent make up for them not getting any characteristic bonuses?

**A.** The Journeyman does not get characteristic bonuses, or other special abilities. This is one of the disadvantages of this Discipline.

**#00048**

**Q.** According to Pg. 115 in Denizens I, the Journeyman only requires four talents at rank two to advance to second circle. Is this correct, and if so does it require five or six talents of rank three to get to third circle?

**A.** I can't find the rules you are referring to, but here is a clarification. The Journeyman Discipline is subject to the same requirements for Circle advancement as all other Disciplines. This means that in order to reach 2nd Circle, a Journeyman must increase one of this Versatility talents, \*and\* learn a new talent up to rank 2.

**#00049**

**Q.** Does a Journeyman Adept have to increase his Versatility Ranks to buy Journeyman specific talents like Durability (Journeyman), Journey Weaving, or Morphism?

**A.** A journeyman adept must purchase ranks in Versatility in order to purchase \*any\* other talents, including Journeyman only talents.

**#00050**

**Q.** Can a Journeyman have more than one Durability Talent, e.g., Warrior Durability as well as Journeyman Durability?

**A.** No, like other Disciplines, Journeyman adepts can only use one form of Durability, that being Journeyman Durability (6/5).

**#00051**

**Q.** Can a Journeyman use his versatilities to pick up talents that belong to other, race specific, classes? I.e. Windscout, Purifier, etc. Assuming that a Practitioner of that Discipline can be found to Instruct Him.

**A.** No. The talents learned by racial-specific Disciplines cannot be learned by humans with Versatility at all.

**#00052**

**Q.** Also, on the nethermancer "Wards" spell, can the nethermancer pass the ward at will, or will it attack him/her?

**A.** Yes, nethermancers can pass wards they create (with the Pass Ward spell) at will.

**#00053**

**Q.** I wanted to know what the Half Magic would be for a Purifier since we have one in our game.

**A.** I would say that half-magic for Purifiers includes knowledge of the Horrors, as well as knowledge of nature, and perhaps also knowledge of different areas of Barsaive particularly ravaged by the Scourge, such as the Badlands or the Wastes.

**#00054**

**Q.** Can an Eighth Circle Sky Raider spend 2 Karma on damage, one from Crushing Blow and one from the seventh Circle ability which allows them to add Karma to damage tests with Melee Weapons?

**A.** Yes.

**#00055**

**Q.** Sky Raiders get Swift Kick at Third Circle and don't receive Unarmed Combat until Eighth Circle. Why?

**A.** Swift Kick grants an additional attack, while Unarmed Combat simply grants a different type of combat. Also, Sky Raiders prefer to use their weapons when possible.

**#00056**

**Q.** You have mentioned that Silent Walk can be used as more of a stealth talent. IE - it makes no sense to move silently and not be trying to hide yourself, thus, Silent Walk

helps with that. Or at least you said it could be used alternatively to Half Magic for a thief. So I have this Beastmaster, who has Cat's Paw. Would this be assumed for him as well. It's great to move silently, but if it doesn't help hide you at all, then you can be as quiet as you want, and it really won't help when sneaking around your prey.

A. No, Cat's Paw would not work in the same way. Remember that I said the GM \*could allow\* Silent Walk to also allow a character to hide in shadows. I would amend that to say only thieves (and Scouts) would gain that benefit, as Silent Walk is a Discipline Talent for them. Also, I know that Cat's Paw is a Discipline talent for Beastmasters, but hiding in shadows is \*not\* as central to a Beastmaster as it is to a thief. BTW, the upcoming Magic book will include new rules that will allow characters to learn extra neat tricks with their talents. Among these will be the ability to hide in shadows using Silent Walk.

**#00057**

Q. Swordmasters receive Throwing Weapons at Second Circle and Missile Weapons at Third Circle. Why? Shouldn't they be as focused as the Archer in regards to placement of "non-Discipline related" talents?

A. Swordmasters are masters at weapon use, with a particular specialization in melee weapons. Also, this allows Swordmaster players to branch out, learning other types of combat.

**#00058**

Q. Do the dagger and knife count as "swords" for the Fifth Circle Swordmaster ability which allows them to add Karma to damage?

A. I would say yes, but it's up to the Gamemaster.

**#00059**

Q. A Thief, as near as we can all determine, cannot hide from anyone until he reaches at least Ninth Circle. Is it assumed that a thief can use natural conditions to make himself harder to detect? Does silent Walk permit a thief to move in concealment also?

A. Thieves can use half-magic (see The Adept's Way) to 'hide in shadows' if you like. Alternatively, the thief could use Silent Walk to hide as well.

**#00060**

Q. Why don't warriors get Wound Balance? Of any discipline in the game, It seems they should have it.

A. Warriors already get a \*lot\* of very cool talents. Giving them Wound Balance is unnecessary.

**Strands:** Alright! Way to go, Lou! We agree wholeheartedly.

**#00061**

**Q.** What happens when a Weaponsmith tries to forge a magic weapon?

**A.** The Adept's Way, a sourcebook focusing on the Disciplines and how they are practiced in Barsaive includes information regarding this very question. In short, the weaponsmith can use Forge Blade on magical weapons, but makes the test against the Spell Defense of the weapon, not the damage step. In some cases, the weaponsmith must get a Good or better success for this to work, while in others less than a Good result may actually damage the weapons.

**#00062**

**Q.** I allow the party weaponsmith to forge arrows with the Forge Blade talent. It takes the same amount of time as any other forge attempt, which can mean a long time to forge a quiver full of arrows. What about FASA's opinion on this use of the talent?

**A.** As for using this on arrow heads, I suppose you could allow it, though the talent is intended for use on melee weapons. Fear not however, for the Adept's Way also offers guidelines for Archers to make their own bows and arrows, including arrows which do more damage than normal.

**#00063**

**Q.** Is there any way for a Weaponsmith to improve the Damage Step of a bow, Weaponsmiths and Bows?

**A.** Nope. Weaponsmiths could improve the damage step of arrows, I suppose, but of course, most arrows are ruined once they hit their target. Also, The Adept's Way includes rules for Archers to create their own arrows, including arrows which do more than normal damage.

**#00064**

**Q.** Windmasters do not get the Missile Weapons Talent, which seems to be at odds with the concept that windlings favor bows and blowguns. Was this an oversight or intentional? Would it make sense to substitute Missile Weapons for Unarmed Combat or some other talent?

**A.** Windmasters are a specialized form of the Warrior Discipline, and as such they do not get Missile Weapons. If you wanted to, however, you could substitute Missile Weapons for Unarmed Combat.

**Strands:** We have two thoughts on this Q & A. One, Missile Weapons does default to Dexterity. Since windlings generally have a good Dexterity, their Missile Weapons step shouldn't be too bad. Second, switching one talent for another sounds like a very dangerous path to follow. Without clear guidelines to follow when it comes to what can and can not be switched, switching talents can lead to a mess. We recommend not even switching talents with one another. There should always be disadvantages with all advantages.

Imagine a windling mano a mano against an obsidiman in unarmed combat. You definitely need magical talents to imagine the windling having any chance against such a behemoth!

**#00065**

**Q.** Windmasters receive Fearsome Charge at eighth Circle. Why?

**A.** The Windmaster's use of Fearsome Charge is an exception to the requirement in the talent description regarding the need of a mount. This talent allows a Windmaster to charge at an opponent in hopes of intimidating him.

**#00066**

**Q.** What would the half magic be for Windscouts, same as regular scouts basically? That's what we are using right now.

**A.** I would probably agree that half-magic for Windscouts is the same as for (normal) scouts.

**#00067**

**Q.** If you have multi-Disciplined characters should you let them raise an Attribute with each circle in each Discipline or only when they raise the circle of their first Discipline?

**A.** The latter method is correct. A character can only EVER raise his attributes a total of 14 points!

**#00068**

**Q.** Since everything is based on your first Discipline (like Durability & Increasing Attributes) I take it you can only weave threads to magical items from the Thread Weaving talent you get from your first Discipline. Right?

**A.** As far as Thread Weaving, if an adept has multiple Thread Weaving talents, he can weave threads using any of them.

**#00069**

**Q.** If a character has a lower Circle talent from an earlier Discipline, can the Rank in that talent be used for advancement purposes in the newest Discipline? For example, say a Nethermancer has the Willforce talent (fourth Circle) at Rank 6. That character then trains to become a Wizard. Will the Willforce talent learned at Rank 6 count as the required Fifth Circle talent for the Wizard Discipline or would that character need to choose one of the other Wizard Talents?

**A.** Yes, talents learned from previous Disciplines can be use to meet Circle Advancement requirements of new Disciplines. This is the reason that characters need not re-purchase talents from previous Disciplines when learning new Disciplines.

#00070

**Q.** What Circle spells can human characters cast if they use Versatility to purchase Thread Weaving and Spell Casting?

**A.** A human character who has learned Spellcasting and Thread Weaving via Versatility can cast spells of Circles up to his rank in Spellcasting. Also keep in mind that such a character may have a hard time learning new spells as few magicians would be eager to share their knowledge with those outside their own Disciplines.

**Strands:** We definitely agree with the last comment. The gamemaster has ultimate control of the circumstances in her campaign. Obviously, player characters may act in collusion to share their talents and spells. If the gamemaster feels a player character of a spellcasting Discipline is giving away spells too freely to another player character, she should talk to that player about the outlook of the spellcasting Discipline regarding the transference of spells. The gamemaster probably shouldn't forbid player characters from sharing talents and spells, but should at least role-play the exchanges so that they seem reasonable. In addition, do these new talents make sense given the Discipline of the player character learning these new talents and spells? A human Warrior, for example, suddenly gaining spellcasting abilities should be a very rare occurrence. We at Strands strongly feel that such amazing situations should be a great opportunity for role-playing.

#00071

**Q.** Do multi-Discipline characters receive the Characteristic Bonuses of each of their Disciplines, or only those of their first Discipline?

**A.** Multiple-discipline characters receive the Characteristic Bonuses of one of their Disciplines, though not necessarily their first Discipline. When a character would gain multiple Characteristic Bonuses, the character receives the best of those available.

**Strands:** This appears to contradict a later answer to a similar question, where Lou says "normally a character gets all the bonuses from each of his Disciplines, \*unless\* the character would get multiple versions of the same bonus. In this case, the character gets only the better of the multiple bonuses." We feel that this later answer makes more sense. It may be that in the answer above, by multiple Characteristic Bonuses", Lou means a multiple version of the same bonus. That would make the answers more consistent. However, this would also mean that the above question was not completely answered, since it does not address those times when the Characteristic Bonuses of each Discipline will be different. See a later question in this section for a better explanation.

#00072

**Q.** A human Wizard buys Illusionist Spellcasting with Versatility, then he becomes an Illusionist. Is that Versatility "slot" still be taken up by the Illusionist Spellcasting, or could he buy another talent without raising his Versatility?

**A.** According to the new rules in The Adept's Way, if a human character learns a new Discipline of which he has already learned one or more talents, he must re-learn those talents. The reason for this is that the character has to learn how the talent fits into his new discipline, rather than just another ability. In effect, the character would have two



Illusion talents, one through Versatility, one from the Illusionist discipline. Once the character increases the rank in the discipline-version of the talent to that of the rank of the Versatility-version, the Versatility-version becomes redundant, and at that point, the Versatility 'slot' becomes open, allowing the character to learn a new talent.

#### #00073

**Q.** The character in Q&A #00072 made it to 5th Circle as a Wizard. He gained three Spell Matrices. Now he becomes a second Circle Illusionist. Is he able to buy a fourth Spell Matrix (the one that can be obtained at second Circle by an Illusionist)?

**A.** There are two ways to play this. The first is that the character only gets the Spell Matrices from his first Discipline, and must split them between Wizard and Illusionist spells. The second option is for the character to purchase Spell Matrices from both Disciplines. In this case, the matrices from the Wizard Discipline could only be used for Wizard spells, and the matrices from Illusionist could only be used for Illusion spells.

#### #00074

**Q.** I've got a Wizard/Elementalist in my group who has advanced in Circle so that he's got a lot of Spell Matrices- a couple for each Discipline. As Spell Matrix is a talent and not specific to one particular Discipline, can his character use all the Matrices for Wizard spells if he needs to? Or can the Spell Matrices purchased from the Elementalist Discipline only hold Elementalist spells?

**A.** Strictly by the rules, a magician with multiple spellcasting disciplines can only purchase Spell Matrices from his first magician discipline. The option to this is the solution you have used, which allows the magician to buy Spell Matrices from both disciplines. In this case, however, the Matrices from each Discipline can only be used for spells of that Discipline. This means that if he has four Spell Matrices, two from the Wizard Discipline and two from Elementalist, he can only use 2 matrices for Wizard spells, and 2 for Elementalist spells. He **\*CANNOT\*** use all four for Wizard (or Elementalist) spells. In short, you (sic) last suggestion is correct.

#### #00075

**Q.** If a character has multiple Thread Weaving talents, are all of the Ranks available for weaving to items? And can different item's ranks be crossed across Thread Weaving Talents? Ex: A Scout/Thief uses Thief Weaving to attach a Rank 1 thread to an amulet. Can he then use Scout Weaving to improve the thread to Rank 2 (assuming Scout Weaving is high enough)?

**A.** Good question. For now I'd have to say that if a thief/scout used thief weaving for one thread and then used Scout Weaving for a second thread, he would have two **\*separate\*** threads woven to the item. These two threads should not be cumulative. This may change in the Magic sourcebook.

#00076

**Q.** When a character has multiple Disciplines, he has access to several different types of characteristic bonuses from the multiple Disciplines (+ X to Spell Defense, add Karma die to Willpower Test, etc.). Question: Does he get all of them, from all Disciplines, or just certain ones? If just certain ones, how is that determined? I know the Adept's Way addresses this, but it confused me more. My guess: At each Circle, he can decide which Discipline's bonus to take. So when he achieves 5th Circle "Archer", he can decide to either take the +1 to Physical Defense, or hold off, and take it when he gets his other Discipline to 5th Circle; (say, "Troubadour", and then gets its bonus, in this case the special Karma usage).

**A.** Normally a character gets all the bonuses from each of his Disciplines, \*unless\* the character would get multiple versions of the same bonus. In this case, the character gets only the better of the multiple bonuses.

#00077

**Q.** If a character gains a second Discipline in which one of their current talents becomes a Discipline talent at a higher Circle, does that character get the benefits of a Discipline talent immediately? For instance, if a Swordmaster were to become a first Circle Warrior, would that character immediately be able to use Avoid Blow as Discipline Use, or would they have to wait until they become third circle as a Warrior?

**A.** This is an interesting question, however, the answer is no. Talents which are shared by multiple disciplines are not exactly the same, especially in terms of personal vision and world view. Also, in order for the character to gain the Discipline Talent advantage, he needs to learn the talent within the context of his new Discipline. For instance, a Swordmaster who becomes a warrior (like your example) knows the Avoid Blow talent as practiced by Swordmasters. Only when he reaches 3rd circle as a warrior would he learn how to use Avoid Blow as a warrior, thus gaining the Discipline Talent advantage. This does not mean he has to re-learn the talent, only that he reach the appropriate Circle in his new Discipline.

#00078

**Q.** Wormskulls have an ability that allows them to move into or out of Astral Space. Would it have to use up one of its number of spells to use this ability?

**A.** Yes. Since the wormskull's ability to shift to and from astral space requires a Spellcasting test, doing so would count as one of its spells.

**Strands:** Because the Wormskull has (2) for its number of spells, a Spellcasting test will reduce the total available actions. So, if the Wormskull shifts, it has one action left. Also if the Wormskull has attacked twice, it can't shift. The rules lawyer will remind you of this should you forget.

#00079

**Q.** In the Horrors sourcebook, the Artificer has no powers listed. Can you post these?

**A.** Artificer has only 1 power, Forge Trap (at step 35!).

**Strands:** Check out the innate Horror Abilities that all Horrors have access to (pg. 103 of the Horror Source Book).

**#00080**

**Q.** In the Horror book, the minor horror Baggi's legend points are listed at 3,000 but if you use the charts listed in the Creature book he would be worth over 84,000 legend points? His Physical armor rating alone is worth 75,000! What's up with this? :)

**A.** This was a judgement call on the part of the author. If you like, you could change the Legend Point value.

**Strands:** That's quite an 'Oops'!

**#00081**

**Q.** In the German edition there is a horror named "Hasser". There is a note which says, he can cast a spell instead of an attack. My question is now is that possible because he has 3 attacks and 4 spell attacks?

**A.** I'm not sure what this question means. However, the Horror you are referring to is Hate. This Horror has the following stats: Number of Attacks: (3) Number of Spells: 4 This means that if the Horror wants to make a physical attack, it must sacrifice one of its spells

**#00082**

**Q.** A Horror uses damage shift on a target. When can the Horror end the usage of that talent? That is, it has a five round duration, but can the Horror CHOOSE to end it on the second round in order to "connect" to another character? Can the Horror "connect" to multiple characters and merely choose who to try to send the damage to? Assuming that they cannot choose to just end it, what happens if the target goes unconscious? Dead?

**A.** Each time a Horror chooses to use the Damage Shift power, he must spend a Karma Point to activate the power. For the next five rounds, ANY time the Horror takes damage, he may shift that damage to any target in range (line of sight) by making a Damage Shift test against the target's Spell Defense. Note that this power can be used at any time during the five rounds, AS MANY TIMES AS THE Horror WISHES.

**Strands:** See Q&A #00083 for additional clarification.

**#00083**

**Q.** The Horror talent Damage Shift has been debated recently by our group. It is unclear to us whether the Horror must spend karma each round to transfer the damage, or whether it is only on the first round that this is required. Also, is the Damage Shift test required each round? The description also says that the effect lasts for five rounds. Does this mean that the Horror can use it on the victim for the next five rounds, or that all of the damage returns to the Horror at the end of the five rounds, or both?

**A.** The Damage Shift power is one of the deadliest among the more common Horror powers. To activate the power the Horror must spend a Karma point. After activating the power, the Horror may shift any damage done to it in the next five combat rounds

simply by making a Damage Shift test against any target. The damage shifted DOES NOT return to the Horror at the end of the power's duration. Yes, this means that for 5 combat rounds, the damage from any attacks made against the Horror is most likely going to be shifted back at the characters making the attacks. Of course, should innocent bystanders be witnessing such a battle, the Horror could just as easily shift the damage to one of them. Nasty, huh?

**Strands:** In our opinion, the original rules were somewhat vague on this power, as were the additional rules provided in the Horrors Source Book. If you come at this Power with the wrong assumptions, the text does not clear them up. So here goes...

**Damage Shift POWER** - No roll is required to activate the Damage Shift POWER. It costs the Horror 1 Karma point to activate the Damage Shift POWER. Ending the Damage Shift POWER is irrelevant because the Horror can choose to make a Damage Shift TEST or not. If it doesn't TEST, then it opts to take the damage itself.

**5 rounds** - The Damage Shift POWER has a duration of 5 rounds. The Damage Shift TEST, if successful, is just an instant effect. The Damage Shift POWER is a simple action. By Strands combat recommendations, the POWER can start at the beginning of a round regardless of the Horrors initiative.

**Damage Shift TEST** - When a Horror is hit and takes damage, it may attempt to shift all of the damage it just took to any target it can see in its line of sight (even innocent bystanders). The Damage Shift TEST is made against the targets Spell Defense. A common misinterpretation is that the results of the Damage Shift TEST last 5 rounds. NOOOO! Only the POWER lasts 5 rounds. The Damage Shift TEST is also a simple action.

There is no "connecting". If the POWER has been activated, and it is hit for damage, the Horror seemingly takes damage, then with a simple action, it chooses a target, makes a Damage Shift TEST vs. targets Spell Defense and if successful shifts the damage taken to the target.

Unconscious targets in the Horrors line of sight can suffer from a successful Damage Shift TEST. In fact, their Spell Defense probably drops by -3 as per knockdown!

Can the dead be a recipient of a successful Damage Shift TEST? I would say yes. The Horror may not realize or care if a still body is dead, unconscious or what. Dead opponents no longer have a significant Spell Defense. First they are prone and I'd apply the -3 for knocked down, second their old Spell Defense was based on them being alive and so at best id give them a 2 Spell Defense (maybe higher if certain magics or magic items are in effect). After an attack the Horror may recognize from the simplicity of the Damage Shift TEST that the target is dead.

#00084

**Q.** How do other GMs work the Skin Shift Horror ability? Since it lasts 3 rounds, does all the damage and initial 7 wounds suffered disappear after 3 rounds, or is it normal

damage that remains?

**A.** The damage done by the Skin Shift power is indeed normal, and remains until healed.

**Strands:** That's right, round 1 = 7 wounds (at least) and damage from Skin Shift roll, Round 2 & 3 = damage from Skin Shift roll (maybe more wounds), Round 4 = get up and go aggressive!

**#00085**

**Q.** On the first round both a skin shift roll is made for damage and the victim suffers 7 wounds. On rounds two and three, I take it the Horror rolls Skin Shift damage again, and the victim takes wounds as any normal attack might cause.

**A.** The victim only suffers the 7 wounds in the first round. In the second and third rounds, the victim takes damage (including Wounds) as normal.

**Strands:** When all is said and done, you just may have more than 7 wounds.

**#00086**

**Q.** If the Horror does make 1 Skin Shift roll for damage each of the three rounds, these are automatic hits, or do they go against a defense (spell maybe)?

**A.** Once the Horror has made its Spellcasting test against the victim, in each round, it makes a Skin Shift test against the victim to determine damage.

**#00087**

**Q.** Does Mystic Armor apply versus the damage done [from Skin Shift]?

**A.** No, Mystic Armor does not apply.

**#00088**

**Q.** Can a character who is Horror marked meditate to raise talents, or attributes and do Karma rituals without the Horror interfering, we have been using a percentage chance for now but we'd like to hear from some of the other GM's out there.

**A.** According to the standard Horror Mark rules, the Horror would not be able to interfere with the character increasing his abilities. But, again, that's according to the standard Horror Mark rules in the ED rulebook. I wouldn't use a percentage chance, as in most cases, the Horror shouldn't be able to do anything that would interfere with a character's advancement. If the gamemaster, however, wants to add a twist to the Horror Mark, that's his call. Also, it's entirely possible that a Horror's Horror Mark power might allow it to interfere in the manner you describe. In fact, in the Horrors sourcebook there is a Horror Named Taint that does just this sort of thing.

**Strands:** The Horror marked Adepts in one game kept getting interrupted in the last hours of their talent raising meditations by a power very similar to Corrupt Reality (Horror Source Book, pg. 99). This made for some great role-playing which earned the players more Legend Points. On the downside, the players had a difficult time spending legend points and became backlogged.

#00089

**Q.** If a character is Horror marked and the Horror who marked him/her is subsequently killed, how long does the Horror mark last? Does the mark disappear immediately or does it last the year and a day it normally would? If the latter, I could see some benefits for the character with the mark, as other Horrors might ignore him/her (professional courtesy among Horrors?!) as already "taken." Which brings up another question: Can a character be Horror marked by more than one Horror at a time?

**A.** I would rule that if the Horror that had marked a character is destroyed, the Horror Mark goes away. Even if it did remain, I doubt that another Horror would resist marking the same character. After all, the more (marks) the merrier!!

**Strands:** As a GM I make no hard & fast rules here. For the most part killing a Horror has freed my players from Horror Marks. However, I can imagine a Horror that marks a victim for life, even after its been killed. Remember, some Horrors have both physical and Astral bodies (Horrors Source Book) and destroying only one form may not release a Horror mark.

#00090

**Q.** How long does the Horror power Corrupt Karma last?

**A.** Depends on the Horror using the power. Not all Horrors are treated equal. In general, the power must be used each time the Horror wants to override the victim's use of Karma.

**Strands:** In general, Corrupt Karma does not "last" which implies a duration. Rather, we view it as an instant attempt be it successful or otherwise. In such an instant "attack" there is no duration. To repeat a success the Horror would have to make another "attack".

#00091

**Q.** Would Corrupt Karma take an action?

**A.** Yes, Corrupt Karma requires one of the Horror's Spellcasting actions.

#00092

**Q.** Can Corrupt Karma prevent a character from using a talent that requires karma, or does he just not get the dice?

**A.** Yes, a successful use of Corrupt Karma would prevent a character from using a talent which requires Karma against the Horror. Remember though that talents which are Discipline Talents \*and\* require Karma could still be used.

#00093

**Q.** How many times in a round can a Horror try to overcome the Lightbearer ability Radiant Circle? What happens when the Horror overcomes the Circle? Is it dispelled? Please explain.

**A.** A Horror can make as many attempts to overcome the Radiant Circle ability. If the

Horror makes a successful Willpower test, the Horror is able to enter the circle and attack the Lightbearer and anyone else in the circle. The circle is not, however, dispelled when this happens.

**Strands:** We would assume once per round until the Horror succeeds or gets bored and wanders off.

**#00094**

**Q.** So if a Horror is casting a spell or using a power at the Lightbearer who is in the Circle, and said Lightbearer has a rank 4 in his Lightbearer talent and a Spell Defense of 10 the Horror would only need a 14 or better to effect the Lightbearer???

**A.** You got it!!

**#00095**

**Q.** Would a Horror know if a Questor talent was in effect? For example, would a Horror know if a dwelling has Seal Home on it when he came upon it?

**A.** No.

**Strands:** YES, if the Horror has an Astral Form, and the Astral form is about to enter the dwelling. Maybe, if the Horror's physical form has enough forethought to view the place with its Astral Sight (see Innate Horror Abilities: Astral Sight, pg. 103 Horror Source Book).

**#00096**

**Q.** When attempting to 'Attack to Knockdown', does the attack still cause damage?

**A.** No.

**#00097**

**Q.** When a Horror or construct is successfully struck by a magical weapon, such as Farliss' Dagger which automatically causes a Wound with a 3rd rank thread attached, does the Horror/construct take damage as determined by the Damage Test or as the Wound Threshold (or both)?

**A.** When a Horror (or construct) is struck by Farliss' Dagger (or any other weapon which inflicts automatic wounds on the Horror) the Horror suffers normal damage, PLUS the automatic wound. That is, the attacking character makes the Damage test as normal. The Horror takes this damage in addition to the automatic wound.

**#00098**

**Q.** When a Horror casts a spell, what is used in place of the Spellcasting Rank for determining duration, etc? Would it be the Perception Step? Or maybe it's the Circle of spells the Horror can cast?

**A.** I would use the Horror's Spellcasting Step Number for the Rank for these purposes.

#00099

**Q.** What if a Horror (or anyone else for that matter) were to cast a duration attack spell and then be killed? Is there any way to remove the spell other than dispel magic? If there isn't, and a 20 Perception Step Horror (assuming that determines duration) were to cast one of the many spells that does damage for a rank-based number of rounds on a character, then it would most likely kill that character even after the Horror was defeated. Doom Missile would be an example. 20 rounds of that should kill most anybody.

**A.** As for duration spells, when the Horror dies, usually the spell effect would end, UNLESS the Horror used blood magic to enhance the Duration of the spell.

#00100

**Q.** If you look Astrally, can you cast spells at a Horror that exists totally on the astral plane?

**A.** No.

**Strands:** If you SENSE Astrally, we would agree you can't cast a spell at an astral creature, this is not that same as PERCEIVING (ED rules, pg. 139). If your buddy the Nethermancer uses the Spirit Portal spell so that you can step in and take a LOOK around, well that's different (See next comment).

#00101

**Q.** Can a Horror that exists only in the astral plane cast spells or use powers on creatures that exists on the physical plane?

**A.** Some Horrors can do this, some cannot. It depends totally on the Horror. This is one for the gamemaster to determine based on the Horror and the needs of the story.

**Strands:** Obviously there are some things to learn about Astral Space (I smell a source book!). Perhaps the Grimoire will help. In the absence of that, consider the Shadowrun text on Astral Space as the next best source.

#00102

**Q.** Can a Horror who has Horror Marked a person, and therefore has a Thread woven to that person's pattern, gain access to other Threads that that individual possesses, like their weapons and equipment, as well as a Group which the person has a Thread woven to? If so, are the effects similar to the original Horror Mark?

**A.** First, a Horror Mark is \*not\* the same as a thread woven to the victim's pattern. Yes, the two are similar, but they are not the same. In any event, the answer (in most cases) is no. The Horror can't use its Horror Mark on one victim to get to another, even if both are part of the same group pattern. Of course, there are likely some Horrors that can do this, but these are the really scary kind.

**Strands:** Take a look at the Horror Thread Power and the Horror Mark Power from the Horrors Source Book (and keep the night light on).



**#00103**

**Q.** Are Horror's immune to poison? I could not find a reference to this. If so, any other "standard" immunities? And where can I find these?

**A.** Horrors are not universally immune to anything. This type of thing depends on the specific Horror. I can certainly agree that many Horrors should be immune to poisons, but this makes them considerably more dangerous.

**#00104**

**Q.** Can Illusionary damage (i.e. Ephemeral bolt) be Damage Shifted (the Horror power)?

**A.** Yes, damage from Illusion spells can be shifted via the Damage Shift Horror power.

**#00105**

**Q.** Can Disrupt Magic be used to cancel spells while they are being cast? What about Named spells?

**A.** No, Disrupt Magic cannot be used to cancel spells as they are being cast, since the power targets a spell pattern, until the spell is cast, there is no spell pattern to target. Disrupt Magic can be used against Named Spells, but doing so still requires the Horror have the required Key knowledge for the spell.

**#00106**

**Q.** Does Corrupt Karma last for just one round?

**A.** Yes, each use of Corrupt Karma lasts for one round only.

**#00107**

**Q.** What happens if you Damage Shift a Damage Shift? For example, the Skull of Maarberg allows the character to use Damage Shift.

**A.** The damage would be transferred to the 'new' target.

**#00108**

**Q.** I'm weak on Horror powers, so bear with me here. If Damage Shift lasts 5 rounds, then wouldn't it loop back and forth from Horror to player until either: 1) The Horror dies, 2) the player dies, or 3) until the end of the five rounds and whoever it hits last is damaged.

**A.** Actually, since using Damage Shift does not take up one of the Horror's spells, nor does the power granted by the Skull of Maarberg require an Action, the character and Horror could make essentially unlimited Damage Shift tests (each round) to shift the damage back and forth ad nauseum until one or the other fails the damage shift test. In most circumstances, this will be the character.

**Strands:** See Q&A #00107 for more details. We'd love to watch this encounter. It's one in which legends and heroes are made!

#00109

**Q.** The Counterspell Staff states at Rank 2: Counterspell Staffs are designed to work against more and more magic as the thread rank increases. Initially they only protect against the spells of one Discipline. Is this talking about the "Counterspell" the staff can cast or the bonus to Spell Defense the staff grants?

**A.** This refers to the Counterspell spell the staff allows the user to cast. The Spell Defense bonus is effective against any and all types of spells.

#00110

**Q.** What happens when someone uses astral sight to look at a magical item? Does the person see the pattern of the item, thereby telling them that it is magical? Or, does it look like any other non-magical item?

**A.** When a character uses an astral sensing ability (Astral Sight, Astral Sense, astral-sensitive sight) to view a magical item, the character sees (or senses) the item's magical pattern, and would therefore know if it was magical in nature.

**Strands:** Note that Astral Sight should not give any information about the Item's history, or the Key Knowledges of such an Item.

#00111

**Q.** Would you add the damage done to someone turned into a cadaver man to bring him back with a Last Chance Salve?

**A.** I would say no, the damage done to the character as a Cadaver man would not count against the use of a Last Chance Salve. However, I would probably rule that if the Horror used its Animate Dead power on a character, that character might be beyond saving. Of course, what a great story to tell!

#00112

**Q.** My character recently acquired a Lightning Mace. I was just curious, can the bolts of lightning that the mace shoots at higher thread ranks be Riposted or Avoided (Blow)? Also, what kind of range is there with the Lightning Mace?

**A.** The lightning bolts created by the Lightning Mace cannot be Riposted, since that talent can only be used against attacks made with melee weapons. Avoid Blow could be used, but I would require a Good success or better in order for Avoid Blow to succeed. I would give the lightning bolts a range of 75 - 100 yards or so.

**Strands:** Let us review the Lightning Mace's bolt attack. The character uses his Melee Weapons talent as the Attack Test, and so we assume this Test is against the target's Physical Defense. Thus, we can compare this attack to that by an Archer, and not by a spellcaster. So, we agree with Lou that one can Avoid the Blow, but not Riposte it. However, we don't agree that a Good Success is needed.

Also, the answer of 75-100 yards for a range is vague. We recommend 75 yards.

### #00113

**Q.** Can a character use two of the same kind of blood magic charms at the same time? For instance, could a character with two Desperate Blow charms use both of them to increase the attack step of an attack by twelve? What about using one for an attack and one for the damage of the same attack?

**A.** This would be up to the gamemaster, but there is nothing in the rules which restricts this use of blood charms (aside from the 8 points of damage!!). Plus these things are real expensive.

**Strands:** The eight points needed are nothing to an obsidiman Warrior with Wood Skin. Also, the Desperate Blow charm only costs 275 SP, which is relatively inexpensive (Chain Mail is quoted at 180 SP). The GM should keep in mind the availability of such a charm to limit its use. Also, one should use the Rule of Three (pp. 119 ED Companion) with such charms.

### #00114

**Q.** The description of the Spell Matrix Staff says that a spell can only be placed in it if the spell does not require a thread. What about if the user is a spellcaster? It seems like this item was written without spellcasters in mind, or was it meant to be as written for spellcasters also?

**A.** The purpose of this item is to provide matrices for spells that require no threads. In this way, non-magicians can use the staff as well as magicians.

### #00115

**Q.** The various items listed in the book have a Spell Defense Number listed with them. This is not the thread weaving target number to weave a thread to them though. Am I correct on this? I believe it is an 8 for the 1st Rank with the item, 9 for the 2nd, etc. Is this correct? What about for an item like say... Nioku's Bow? Would that be something special or what?

**A.** You are correct. An item's Spell Defense is used when studying the item's True Pattern.

**Strands:** This is an easy mistake to make. Let us clarify the answer. To find out about the item's pattern (via Item History, for example), use the Spell Defense of the item as the Difficulty Number. For weaving threads to it, use the Difficulty Number per the Thread Weaving Difficulty Table, pp. 50 of the Earthdawn Companion.

### #00116

**Q.** Lou, the party in my game completed Terror in the Skies, and as a result they have in their possession the Tome of Banishment. My question is, when used to banish a Horror, do the physical possessions of the horror get left behind. For example, would they be able to recover the elemental earth from the armor of a wormskull? I ruled no at first and they were OK with this, but I want to be sure I am being fair to the characters.

**A.** Exactly how the ritual of banishment in the Tome of Banishment works is up to the

gamemaster. I would rule that the Horror's possessions (if any) would go with the Horror when banished.

#### #00117

**Q.** When a player uses a Blood Magic item, such as the Targeting Eye or a Horror Fend, do the points get taken off of: a) both the Uncon. and Death Ratings, leaving the same chasm between life and death? or b) only the Death Rating, making it much more likely that a character dies before going unconscious?

I prefer choice b) as that more clearly illustrates the dangers of Blood Charms, making it difficult for players to load up on them. Otherwise it seems to be almost not a big deal if they run around with lots of Blood Charms, only bringing their deaths a little closer.

**A.** Actually, the damage from blood charms and living armor (such as blood pebble and living crystal) is considered permanent damage that cannot be healed, but does not alter the character's Unconsciousness or Death Ratings. Also, this damage does not prevent the character from improving talent ranks or learning new talents.

**Strands:** See QA #00118.

#### #00118

**Q.** Huh? If the damage is described as permanent in the items' descriptions how can the person's Death and Uncon. Ratings not be altered? Can you please explain further. For instance the Horror Fend causes a certain amount of damage where exactly is it applied? Is this, according to your post, applied to something other than those two stats - to what? I am more confused by your attempt to lift the veil. Can you please illuminate me further on this area of interest?

**A.** I think your confusion stems from a misunderstanding of how damage really works in ED. A character's Death Rating/Unconsciousness Rating are NOT like hit points, they represent how much damage a character can sustain before dying/falling unconscious. As a character suffers damage, from combat, etc., his Death Rating is not reduced. Instead, the character keeps track of how much damage they have sustained. When that total reaches the character's Unconsciousness Rating, he falls unconscious. When it reaches his Death Rating, he's dead.

The Damage from blood charms and living armor (blood pebble and living crystal) is considered permanent damage. Thus, if a character uses a Horror Fend charm, he has 2 damage points that cannot be healed until he either removes the charm or uses it.

**Strands:** And this is why Earthdawn is a much a better system than others! Also see QA #00117 for more background!

#### #00119

**Q.** How's the damage step of Endar's Arrows figured if fired from a thread bow?

**A.** At Rank 1 & 2, the damage step for Endar's Arrows is that of normal Longbow arrows, so you would use the damage step of the bow. At Rank 3, the arrows get +1 to the damage step, which should be added to the damage step of the bow.

Example: Rank 1 thread to Endar's Arrows, Rank 1 thread to a thread Longbow (p. 58, Earthdawn Companion) would give the archer a damage Step of 5. If the arrows have a Rank 3 thread woven, this would be Step 6. If the bow had a Rank 3 thread, the damage step would be 8.

#### #00120

**Q.** How much would an Esparga Saddle cost (either to buy or make)? It seems like an incredibly easy item to make (9 Spell Defense, 2 Threads) for an item with 9 ranks.

**A.** There is no hard and fast formula for making magical items, especially those considered magical treasure, such as an Esparga Saddle. Items such as these are only \*very\* rarely sold anywhere.

Don't be fooled by a low Spell Defense and small number of threads. These are not a definite indication of a simple magical item. If you wanted to make an item similar to the Esparga Saddle, I would say that it require many kernels of true elements, possibly both true earth and true air, and possibly a good amount of orichalcum as well.

#### #00121

**Q.** Does Thread Sight give the user the Research Knowledge or just the Test Knowledge?

**A.** Thread Sight, like Item and Weapon History, only provide the Test Knowledge portion of an item's Key Knowledges.

#### #00122

**Q.** Can a character remove himself from a group without dying?

**A.** As for leaving a group pattern, if the character were to violate his the blood peace oath he would be removed from the group pattern. Unfortunately, he would also suffer the effects of violating a blood peace oath.

**Strands:** Blood relationships are not to be entered into without thought. A member of a Group Pattern can't simply say "I've had enough." and leave without violating the Blood Peace (suffering the consequences), and dissolving the group's True Pattern. As described on page 53 of the ED Companion, the pattern dissolves slowly and the remaining members have 24 hours to re-form the true pattern.

#### #00123

**Q.** The characters in my group are considering creating a magical group. The Swordmaster likes to duel a lot. Would the Blood peace prevent that? Could the other characters stand by and watch him get slain by an opponent in a duel?

**A.** I think in this specific instance, allowing a Swordmaster to lose and duel (and possibly die) is not a direct violation of a blood peace oath, since the Swordmaster's affinity to dueling is a part of his pattern. Blood oaths need not follow the exact letter of the rules, but should instead adhere to the spirit of the rules.

**Strands:** We would tend to disagree, if only to prevent loopholes. The Blood Peace is not a contract that can vary from pair-to-pair. The Blood Peace is sacred, it should not bend willy-nilly to accommodate someone's "special" interests. Rather, the Blood Peace exists

as a fixed contract. Two (or more) individuals must alter their behavior so as to abide strictly to the letter of the Blood Peace. This is no idle decision. One must heavily weigh such decisions. Otherwise, if you allow excuses the entire Blood Peace becomes nothing more than a benefit with a fat loophole to avoid the penalties!

#### #00124

**Q.** Can more than one thread be woven to the same characteristic of a character? For instance, a group thread pattern item can hold five threads of up to rank five. Does this mean a character could weave all five threads to Spell Defense and achieve a total +25 value or would it mean a maximum of +5 to any one characteristic? Also, would this change if talking about weaving one characteristic to two separate pattern items?

**A.** No, only 1 thread can woven to any one characteristic.

#### #00125

**Q.** A player of mine says that you can tie threads for a group to his attribute (charisma, strength, etc). While the sentence on p.54 of the companion does not state that he can not, I assume he can weave to the same things that are on p.50. Who is right?

**A.** No, threads from Group True Patterns CAN NOT be woven to attributes. The list on page 50 are the only abilities to which threads from pattern items (including group patterns) can be woven. Also, remember the rule of thumb in Earthdawn rules, except where specifically stated otherwise, the rules state what you CAN do, not what you can't do.

#### #00126

**Q.** Could threads be woven to a ship/airship in the same manner as to a place?

**A.** I could see this working in either of two ways. First, the ship itself is a magical item (a large one to be sure). In this case, once a character learned the ship's Key Knowledges, he could weave threads to it and gain its abilities, which would most likely be related to air sailing or exploration. Second (and the one I find more intriguing) is that the ship is treated like a place, in which case the character would have to obtain and study one of the ship's Pattern Items before he could weave threads to it. This would allow the character to increase a number of their abilities when on the ship. This would go a long way towards explaining why some pirates and sailors and their ships are so feared or awed.

#### #00127

**Q.** Let's say the party has formed a magical group and woven threads to it. The thief/scout in the group gets captured on a scouting mission. Could a person with Thread Weaving "Track" back to the group by using the threads tied to the group?

**A.** No. Threads attached to items and patterns do not form an astral trail between the item and the person the thread is woven to.

#### #00128

**Q.** My group is now high enough circle that the members can weave threads to the group pattern. I wasn't completely clear as to the effect of one of those threads being woven to a talent. Say for instance that the group's warrior wants to weave a thread to Acrobatic Strike. I know that this increases the step number of the Strike, but does it also "effectively" raise the rank? Would the Physical Defense rating from Ac. Strike be increased? There are a number of talents that use Rank to describe an effect. Would all of these benefit (such as durability)?

**A.** Threads do increase the Rank of the talent.

#### #00129

**Q.** Can a human, who belongs to a group, weave thread to his versatility talent? What about the Questor Talent?

**A.** Characters who are part of a Group Pattern can weave threads to any talent. This includes the Questor (or Lightbearer) talent, as well as Versatility.

#### #00130

**Q.** Can a character unweave a thread attached to an item? For instance, if a character had a thread woven to a spell matrix staff, but wanted to replace it with an item that had matrices that were unlimited in the number of uses per day, could they do that?

**A.** According to the rules as currently written, there is no way to 'unweave' a thread woven to an item, but this may be included in the Magic sourcebook.

**Strands:** In our campaign, a sinister sword "wove" a thread to a player character's T'skrang and proceeded to offer Legend Awards to do things the T'skrang deemed unacceptable. Every time the T'skrang resisted the award, the sword would "let him have it". In an attempt to break the thread, the T'skrang and his friends performed a Naming ritual on the sword that would re-Name it, hopefully breaking its hold on the character. In a hot smithy shop, the players took turns hammering the sword into a representation of its new name: "Slag", dumping in Karma Points as they struck. The sword (of course) fought back, but was re-Named before it could permanently harm the T'skrang.

#### #00131

**Q.** In the rules (somewhere) it states that if you die all attached threads are lost. Does this apply when a Last Chance Salve is used? And what if a Death Cheat Charm is used?

**A.** Threads woven to magical and pattern items only dissolve when a character is truly dead, and has no hope of being revived, i.e. after failing to survive via a Last Chance Salve or Death Cheat Charm, or some other means.

**Strands:** We'd assume that this is true for talents that can save a character's life, i.e. Life Check.

#### #00132

**Q.** If a character were to weave a Thread to a group True Pattern and chose to enhance the Thread Weaving talent, would that character then gain additional threads that could than be woven elsewhere?

**A.** You got it! Since a character's Rank in Thread Weaving determines the maximum number of threads he can have woven at one time, a group thread woven to Thread Weaving allows him to weave more threads. Of course, were that group thread to be somehow dissolved, any threads in excess of the character's natural Thread Weaving rank would also dissolve.

**Strands:** This is one of Earthdawn's strengths: usually any benefit comes with risk.

#### #00133

**Q.** What if Durability were enhanced? Would the character gain a higher Death and Unconsciousness Ratings?

**A.** Yup. In fact, many gamemaster characters in published Earthdawn products have group threads woven to their Durability talent.

#### #00134

**Q.** How does one go about creating a Major Pattern Item for their character? Is a special naming-ritual involved? How about a Minor Pattern Item? In the book it states that most major pattern items are created deliberately. If a character named his favorite sword that he has been carrying around for a year or two would it become a major pattern item for that character?

**A.** It takes more than just naming an item and carrying it around for a while to become a major pattern item. Those are all parts of the puzzle, but the item must be more like: a part of something significant in the character life, a defining characteristic of the character, a part of the character he may or may not know that is important to him or her. For an example, a major pattern item for Superman may be Clark Kent's Glasses. These are not a part of Supes power but he uses them daily for a very specific purpose and through that they have taken on a significance greater than he may know.

#### #00135

**Q.** When do members of a group gain the benefits for having a group true pattern? When all members of the group are working together, when two or more members of the group are working together, or all of the time even when working alone?

**A.** The benefits of a Group True Pattern only aid the group's members when they work towards the goals and aims of the group. This does not mean that all the members of the group need be present, but the characters' \*actions\* must be consistent with the aims of the group. Usually, the only times the benefits of a Group True Pattern do not apply is in situations in which a character (or characters) is working against the group (for example, while being controlled by a Horror or some such), or is acting for himself, and not the group. I know that this is vague, but it was meant to be. It is up to the gamemaster to determine if a character's actions are worthy of the benefits of the group True Pattern.



### #00136

**Q.** If a fourth Circle Archer tries to climb a wall, and he doesn't have Climbing as a skill, he "defaults" to Dexterity. When doing so, can he add Karma to the test as Archer can add Karma to any Dex-only check?

**A.** In this case, the archer should be able to spend a Karma Point on the Climbing test.

**Strands:** We disagree! Climbing is **still** a talent defaulting to an Attribute (Dexterity). Consider the following two examples:

1. There are two human Adepts at fourth Circle, an Archer and a Thief. They both have a Dexterity Attribute Value of 16. The Thief has a Rank 4 Climbing talent. According to Lou's answer above, the Archer's Climbing dice would be d12+d8 (Dexterity Step plus Karma). The Thief's Climbing Step is 11, and so his dice are d10+d8. Does this make sense?

2. A Scout can use Karma on Dexterity-based actions at fifth Circle. According to the answer above, a fifth Circle Scout may spend Karma on a Missile Weapons Test, since it defaults to Dexterity (since the Scout does not have it yet). But then, at eighth Circle, the Scout obtains Missile Weapons as a talent. It is not Discipline use, so can no longer spend Karma on it! Does this make sense?

We at Strands believe that if a talent defaults to an Attribute, the character cannot spend Karma on that Test.

### #00137

**Q.** I have a question about Willforce, Willpower and Karma: At seventh Circle a Wizard can use karma on Willforce and Willpower tests. Does this mean a 7th Circle Wizard can spend karma on his Spell Effect tests? Or does this mean a 7th Circle Wizard can spend karma on the Willforce Talent when resisting Spells and other forms of magic that require a Willpower test to end its effects (like the nasty ol' PAIN spell)

**A.** Yes they can use Willpower and Willforce with Karma for any tests.

### #00138

**Q.** At 4th circle a Swordmaster can spend a Karma Point on any action using Dexterity only...Does this mean I spend a Karma Point on Initiative tests since it is a Dexterity Test?

**A.** No. Initiative is based off Dex, but it is its own test.

**Strands:** This seems to contradict Lou's earlier answer for Climbing (see Q&A #00136), and supports our view!

### #00139

**Q.** At 4th Circle, a Sky Raider can add karma to a Strength Test. If the character is not using any talent to increase his damage, can he add Karma to the Damage Test of a weapon? (Note: I am aware that they can add Karma to damage at 7th Circle, but that

implies (to me, anyway) that he can always add Karma, even if he is using a talent (so, maybe two points of Karma to damage)?

**A.** No, Karma dice cannot be used with Damage Tests until the Discipline gets that specific ability.

**Strands:** This also seems to contradict Lou's earlier answer for Climbing(see Q&A #00136 & #00138), and supports our view!

#### #00140

**Q.** Can a character who is permitted to spend Karma on Willpower tests add Karma Dice to the Recovery Test from Stun damage (p.200 ED)?

**A.** No, since this is not a Willpower test. Rather, when recovering from Stun damage a character can add his Willpower Steps to his normal Recovery test.

**Strands:** Note that the addition of Willpower steps to the Recovery Test for Stun damage can only be applied to the very first Recovery Test.

#### #00141

**Q.** I've just started to seriously play ED. I'm a bit curious though, are Discipline-related Talents the only things Karma can be used on? I know you can use it on other things at certain Circles, but the rulebook doesn't really show what else it can be used (if anywhere).

**A.** Basically the breakdown is thus: If a Talent Requires Karma, the character **MUST** spend a point to use the talent. If a Talent is listed under Discipline Talent Use in the talent description, the character **MAY** spend a point when making the talent test. If a Talent both Requires Karma, and is a Discipline Talent, the character **MAY** spend 1 Karma on the talent test. Other than this, certain special abilities at varying Circles in the Disciplines allow the use of Karma for other purposes such as Recovery Tests, Attribute tests, etc.

#### #00142

**Q.** If a Human Beastmaster with Versatility learns Woodskin, could he use a Karma with it? This is considering he is 4th circle or higher which says he can use Karma on Recovery tests OR TALENTS that substitute for them, and considering the fact that Wood Skin substitutes out and uses up a Recovery test. Normally, a non-Warrior couldn't use Karma with it, but could a Human Beastmaster do it?

**A.** Nope. Woodskin does not substitute for a Recovery Test, it **COSTS** a Recovery Test to use. Very different.

#### #00143

**Q.** How far can a character Jump w/o Great Leap, etc.

**A.** To determine how far a character can jump, use either their Strength Step Number, or allow the character to make a Strength test. The Step Number or Test result is the number of \*feet\* the character can jump.

**Strands:** We like the idea of using the test result. This gives a little variety to the

character and also adds some excitement to the moment if the character has to make a jump for his life or someone else's. If you use the Strength Test, this could be something a sixth Circle Beastmaster could use Karma on.

**#00144**

**Q.** Mystic Armor reduces spell attack damage. Is it possible that it also reduces the effect of non-attack spells? After all, the character's Perception is the ability to avoid the spell and Willpower is the ability to resist the spell's effects.

**A.** No. Mystic Armor is just that, armor. It only works to protect the user against damage done by certain types of spells.

**#00145**

**Q.** When determining Legend Point values for defeated Adept NPCs, how do their Talents Ranks and Circle effect the final tally?

**A.** There is no specific formula for determining Legend Point awards for gamemaster character adepts. The best way (and the way I do it in Earthdawn products) is to find the Circle of the adept in question on the Legend Award Table (p. 242, Gamemastering Earthdawn, in the Earthdawn rulebook), and use the high end of Legend Award Column. For instance, in Shattered Pattern, the main bad guy is a 12th Circle nethermancer. Using the above system gives a Legend Award of 7,500 Legend Points for this guy.

**#00146**

**Q.** I was thinking of adding humanoids (goblins, hobgoblins, etc.) to my game as corrupted Name-givers. I was thinking about whether to allow them to keep their Disciplines. It's kind of a philosophical question - must one be a Name-giver to be an Adept? Any thoughts are appreciated. The other side is to have them be Horror "constructs" and have some of the more powerful of them have Karma like other constructs do.

**A.** Corrupted Name-givers? Interesting idea. I would say that they are \*not\* Name-givers, but semi-intelligent races, similar to ogres. Also, it is possible for non-Name-givers to follow disciplines, as ogres can do so.

**#00147**

**Q.** I am in need of assistance. I'm completely confused on how to figure out the Research Target Number for an item. I know that the spell defense is the target number for Talents used against the item, but what about just general research that you do at a library. And what about those skills...like ancient weapons and such.. What then? They're not talents so do they still use the item's spell defense? Also how do you determine how long the research will take?

**A.** The Difficulty Numbers for using the Research skill (or Knowledge skills) are given on a table on page 132 in the description of the Research skill (and on page 127 in the Knowledge Test Table). When using these skills on weapons or magical treasure, the

information is at least Intricate, most likely Obscure, meaning a Difficulty Number range of 9 - 11. As for how long research takes, I would suggest at least 1 week per Research skill test.

**#00148**

**Q.** How can a non-Troubadour or non-Weaponsmith character learn Key Knowledges?

**A.** A character does not need to make the Item/Weapon History test himself to learn an item's Key Knowledge. This means that a character can learn the Key Knowledge from a weaponsmith or troubadour.

**#00149**

**Q.** On p.113, it says an Archer makes weapons in a similar manner to the Weaponsmith. A Weaponsmith cannot use karma on the Half-Magic Test to create a weapon. Can an Archer use karma on the Half-Magic Test to create a bow/arrows?

**A.** No.

**#00150**

**Q.** Enchanters weave True Elements into objects to give them special properties. From descriptions of other magic items I gather that the Elementalist must gain the assistance of an elemental of the appropriate type to create these items. So, I assume that an Elementalist Enchanter must be at least 3rd or 4th Circle to even begin an attempt at enchanting, and have Elemental Tongues with the appropriate elemental language as well as Elemental Hold. Am I on the right track? What do you think?

**A.** I would say that Elementalist do not need the assistance of an elemental in order to weave bits of True Elements into objects/materials, but it is an interesting idea.

**Strands:** We must not forget that the view of Elementalism implied in the question is that of the troll Elementalist who has a chapter in The Adept's Way. This sourcebook mentions in numerous places that the views of the Adepts contained within are but one way of approaching the Discipline. If an Elementalist does not place the same importance on elemental spirits as the troll, he might not view using them as a reasonable way to enchant items. An Elementalist should not be penalized for holding such a view.

**#00151**

**Q.** My copy of the Horrors book has the physical defense of Slipshades left off, so could you please tell me what it is?

**A.** Actually, the Physical Defense number just was not typeset properly. It is the "14" directly under the Initiative entry.

**#00152**

**Q.** The Staff of Akarem the Mage-Builder found in Mists of Betrayal is missing something, namely the Rank 4 effect which increases the wielder's Physical and Spell

Defenses when resisting air, earth, water, and fire attacks. By how much are these defenses increased?

**A.** Oops! The increase should be +2 to the user's Physical and Spell Defense ratings.

**#00153**

**Q.** In Mists of Betrayal, it says that Kalourin casts a Spirit Grip on all the characters. Since Spirit Grip has "touch" for range, how is this possible?

**A.** Kalourin uses blood magic to cast this spell in this way.

**Strands:** This begs the question: can my character do this?

**#00154**

**Q.** Is there an official specific date (Throalic calendar please, that Theran system is proof of their inherent evil) that the Behemoth lands in the Prelude to War sourcebook?

**A.** There is no specific date for the Behemoth landing. It's left up to the gamemaster to determine, based in his campaign.

**#00155**

**Q.** How exactly do slave raids work? Do the Theran just slap in chains any group they come across they can beat? Do they say "Today we'll go east and each village we come across we'll enslave all the villagers until the hold is full and then head back"? Is it like that every where in the Empire or just the wild "uncivilized" places like Barsaive?

**A.** Again, the specifics of the slave raids are left to the gamemaster to determine. I know this sounds like a cop-out, but Prelude to War was designed specifically to allow the GM to use it however he feels best fits his campaign.

If you want my outlook on the slave raids, I would guess the slavers have scouts who search for likely targets of raids. Then a slaver band heads out to the target. How do the Therans conduct their slaving in other areas? That's going to have to wait for the Theran Empire Sourcebook, coming in August.

**#00156**

**Q.** I have seen a couple of published examples (the dwarves in Shattered Pattern and the Troll City Watch in the Barsaive set) of characters using bucklers with two handed weapons. One of my players wants to use a ferndask in this manner. Can he do this?

**A.** These are errors, so no a character shouldn't be able to use a ferndask in this manner. To correct the problem, reduce the Armor rating of the dwarf soldiers and Troll city Watch by 1.

**#00157**

**Q.** The character description of Tyrlaan states that he has attached a rank 3 thread to his crystal ringlet armor: Where is this armor described? I found no mention in any books (but I could've missed it).

**A.** Tyrlaan's Crystal ringlet is not from any previously published products. Its stats are

as follows:

Rank 1 Cost: 500

Key Knowledge: Name of the armor

Effect: Physical and Mystic Armor ratings are 5/5.

Rank 2 Cost: 800

Effect: Physical and Mystic Armor ratings are 6/6.

Rank 3 Cost: 1300

Effect: Physical and Mystic Armor ratings are 7/7. Initiative Penalty is only -1.

#### **#00158**

**Q.** On page 81 of the Throal Source book, it mentions that Quaavami Rockbreaker, the general of the Throalic infantry, "is a warrior and scout adept." Trolls are normally prohibited from becoming scouts, probably because of their size. If it is a mistake you might want to add it to the errata section of your web page.

**A.** This is a mistake. Thanks for catching it!

#### **#00159**

**Q.** Where are Throal's merchant and military airships docked?

**A.** Good question. I would say that most merchant ships are docked just outside of Bartertown. Though we've never stated as much, I've always thought it would be cool if the military docked their ships up in the Throal Mountains, at a military outpost which can be reached by a series of tunnels and caves which lead up from the Inner Kingdom. Perhaps there is a large plateau of sorts high above the Gates of Throal on which the ships are docked.

#### **#00160**

**Q.** In the Throal sourcebook, it says that it would take several days to walk through the tunnels. How long would it take for characters to walk from The Grand Bazaar to Hustane? Is there a scale I may use?

**A.** There is a scale on the fold-out map in the back of the Throal book. The Gates of Throal are 1 mile across. Note this is the entire distance from one side of the entrance to the other. In a straight line (which is most often not possible in Throal) it's roughly 18 miles from the entrance to The Grand Bazaar to Hustane. Following the tunnels (and how else could you go?), I would say it's probably closer to 25- 30 miles, and thus it would take about 8 hours to walk.

#### **#00161**

**Q.** Are talents like Claw Shape and Flame Arrow subject to the 3x Damage Step rule in the Earthdawn Companion?

**A.** First off, the 3X damage rule is optional, and does not apply at all times. I would say

that Talents which are used for damage tests are NOT subject to the 3X Damage rule, but if the gamemaster wants to use it, then so be it!

#### #00162

**Q.** My PC's would like to roll to see if their character is ambidextrous, but I can't decide on what percentages and for what races.

**A.** As handedness has absolutely no bearing on the mechanics of Earthdawn, I wouldn't know the best way to determine this. I would suggest that you decide a straight percentage chance for each race, and let the player roll D%. If he makes it, he's ambidextrous; if not, he's not. I would probably say that the maximum percentage chance should be 75% or so. If you want you could modify that for each race. BTW, will this make a difference in the game, or is it just something the player wants to figure out? I usually don't worry about handedness in my games, but to each his own.

#### #00163

**Q.** Are you saying that as far Earthdawn is concerned, an ambidextrous character cannot use two weapons at once?

**A.** Yes, that's exactly what I'm saying. The only way (strictly according to the rules) a character can use two weapons at the same time is if he learns the Second Weapon talent. Of course, if the gamemaster wants an ambidextrous character to be able to wield two weapons at the same time (without Second Weapon), that's his decision, though I would recommend against it. Earthdawn does not have a system of advantages/disadvantages built into it, and using ambidexterity in this way is a definite advantage. Would the character suffer any disadvantage? Just because a player gets a lucky roll, his character can use two weapons at the same time, an ability that should cost many hundreds of Legend Points? Think about it!

#### #00164

**Q.** Would a Nethermancer suffer a talent crisis if he were hit with the Terror power of a Horror, or Battle Shout?

**A.** It depends on the Personal Vision of the Nethermancer. There are no hard and fast rules for what circumstances invoke Talent Crises.

**Strands:** We feel the optional rule of talent crisis and its implied consequences are too much like another game's alignment restrictions. However, if the GM wants to include talent crises in her game, she should differentiate between those decisions a character makes for himself and those which are imposed on the character. If, through role-playing, the Nethermancer mentioned above cringes and runs from the Horror employing Terror, or the Sky Raider using Battle Shout, this is a definite choice made by the character. The character has made a decision which may or may not conflict with the outlook of Nethermancy. Thus, a talent crisis may be in order. If, because of a die roll, the Nethermancer succumbs to some power or talent, he had no choice in the matter. The character (and player) should not be penalized for this with a talent crisis. We feel that the talent crisis rules were intended to be a reflection of role-playing and not die rolls.

**#00165**

**Q.** I have a question concerning Blood Pebble armor and other types of blood magic armor. An optional rule for ED involves damaging armor. The rule basically states that an Armor-Defeating Hit lowers the armor's Physical Armor Rating by one. How would this rule affect Blood Pebble armor? Also, how would a character "repair" any damage sustained by Blood Pebble armor? Would the half-magic abilities of a Warrior or Weaponsmith be sufficient to repair enchanted or blood magic armors? Any input would be appreciated.

**A.** I would say that Blood Pebble and Living Crystal Armor are immune from the Damage to Armor rules in the ED Companion.

**#00166**

**Q.** It is stated that a Warrior can use a half magic to repair armor and weapons. Would that include magical (pattern) armor and weapons? How about living armor like Blood Pebble armor? Or a weapon with a weapon edge upon it?

**A.** No. Warrior half-magic cannot repair magical weapons and armor.

**#00167**

**Q.** What would the half-magic abilities of a Shaman be?

**A.** The half-magic abilities of a shaman would be similar to those of other magicians, most notably Elementalists. They would use half-magic to identify plants and animals, and uses of different types of magic. Shamans also use half-magic to weave True Elements into items when enchanting. This is the only method of enchanting shamans can use.

**#00168**

**Q.** Can you Seal Home on something without a door, like a cave?

**A.** Yes, the Seal Home power can seal any type of opening.

**Strands:** As indicated on page 98 of the Earthdawn Companion, "The Seal Home power can be used to block any size *exterior* opening. Seal Home cannot affect *interior* doors and other openings within a structure.

**#00169**

**Q.** Will Comfort dispel things like Taunt, Battle Shout, etc.?

**A.** Yes, the Comfort power will dispel the effects of talents such as Taunt or Battle Shout.

**Strands:** Cool.

**#00170**

**Q.** A player in my group is a Questor of Garlen. He was excited to hear that he could calm Terrored/Battle Shouted people. I then told him that he would have to equal what the Horror/Sky Raider rolled in order to start to have an effect (then one more person



per point over he rolled). This upset him quite a lot, saying that I was "changing the rules". It seems that all other talents that oppose each other in this way have to do that, so I thought this should as well. Is this a correct assumption?

**A.** You're assumptions are basically correct, but the description of the Comfort power of Questors of Garlen states that the Questor makes a test against the Social Defense of the character(s) he is trying to affect. One reason to go with the description of the power is that these abilities are granted by the Passions, and therefore are often more powerful than Talents which have similar effects. Ultimately, it's up to you as the gamemaster to determine how the power should work in the game.

**#00171**

**Q.** Regarding Questor powers, does "one use per day" mean one attempt or one successful use?

**A.** One attempt per day.

**#00172**

**Q.** Do you have to speak to use Comfort?

**A.** Yes.

**#00173**

**Q.** Would Comfort be total protection against fear for [Questor Rank] minutes, or could it just dispel fear on someone who already has been Terrored/Battle Shouted/etc.?

**A.** Comfort does not offer protection. It only dispels fear-like effects.

**Strands:** If it ain't broke, don't fix it.

**#00174**

**Q.** What would be the difficulty to dispel a Questor talent (For example, Inflict Pain)?

**A.** The Dispel Difficulty should be based on the Step Number of the power (in this case, the Questor's Rank in the Questor talent plus his Willpower) on the Learn/Dispel table.

**Strands:** We do not concur. The Earthdawn rules clearly state that the difficulty number for dispelling a talent is based upon the Adept's *rank* in that talent, not his *step*.

However, it was stated earlier that these powers are more powerful than talents...

**#00175**

**Q.** Can you weave a thread to the Lightbearer Talent?

**A.** Sure, why not?

**#00176**

**Q.** If a Wizard cast "Counterspell" on a Lightbearer and then the Lightbearer uses "Radiant Circle", would you use the Lightbearers normal Spell Defense or his New and Improved Spell Defense?

A. His 'new' Spell Defense would be used. However, if or when the effects of Counterspell expire, the Lightbearer's Spell Defense would revert to its original rating.  
**Strands:** Seems reasonable to us.

**#00177**

**Q.** Can you use "Edge of Light" on Flame Arrow, Claw Shape, or Body Blade?

A. I would allow Edge of Light to be used with Flame Arrow since it is a missile weapon, but not with Claw Shape or Body Blade since neither is really a melee weapon, but are in fact part a character's body.

**#00178**

**Q.** Most oaths take Blood Magic to tie them. The Lightbearer oath does not take Blood Magic (no points). What ties the Lightbearer oath?

A. Not all oaths need be sealed with blood magic. The Lightbearer's oath is one of these.

**#00179**

**Q.** Can the Questor Talent Comfort dispel Taunt and/or Battle Shout?

A. Yes, Comfort can be used to counteract the effects of Battle Shout and Taunt, as well as other fear/anger inducing talents or spells.

**#00180**

**Q.** Is it correct to say that Comfort is just like a Dispel Magic for emotion manipulating talents? A player of mine suggests that it should protect people for a number of rounds.

A. Comfort is very much like Dispel Magic, but only effective against emotion-affecting talents. It does NOT offer any sort of protection for a sustained duration.

**#00181**

**Q.** Do potential Lightbearers have to give up their blood magic charms, blood oaths, etc. when they become initiated? Or do they just not take on any further blood magic burden?

A. When a character becomes a Lightbearer, he swears an oath prohibiting him from the use of any type of blood magic beyond blood oaths. This includes blood charms. Thus if a character uses blood charms or blood pebble/living crystal armor, they would have to stop using them if they were to become a Lightbearer.

**#00182**

**Q.** I have a Nethermancer who wishes to become a Lightbearer. He has spent most of his career fighting Horrors and has only used blood magic once. Unfortunately it was a sort of blood magic that required the life of another Name-giver, a blood sacrifice. Does this eliminate any hope he might have of becoming a Lightbearer?

A. Past uses of Blood Magic should have no impact on a character becoming a

Lightbearer. The only restriction is that once he becomes a Lightbearer, he can no longer use any type of blood magic beyond blood oaths.

**Strands:** That's some career your Nethermancer has!

**#00183**

**Q.** Can Blood Elf spell casters use blood magic at will since their thorns are causing them to bleed constantly? Also, do blood elves suffer some permanently assessed damage due to the thorns?

**A.** Good question about the blood elves. I would say that no, the blood from the thorns does not satisfy the requirements of blood magic, as blood magic requires a sacrifice of life energy (i.e. damage points). As for the other question, I don't think so.

**#00184**

**Q.** Why can't obsidimen wear hide armor?

**A.** Obsidimen would never wear hide armor, as it was made from the \*hide\* of a living creature. Obsidimen are very tied to nature, and would consider wearing hide armor repulsive. Of course, this refers to \*sane\* obsidimen. Those who have lost their grip on sanity (from excessive Self-Dreaming for instance) might just as well wear it. For example, Moltaa, an obsidimen nethermancer in Infected wears hide armor, but she is far from sane.

**#00185**

**Q.** Should an obsidiman warrior performing Down Strike do additional damage because he weights so much in a fairly compact package? I say that magical talents work the same on all races and that there would be no increase.

**A.** No, obsidimen warriors do not gain an additional advantage when using Down Strike. While it may seem to make sense, this gives obsidimen a significant advantage based on race alone. The rules are designed to work the same for all characters.

**Strands:** We agree wholeheartedly with Lou on this one. One of Earthdawn's strengths is to keep the rules simple; besides, isn't +6 to Strength enough to make any opponent cringe when struck?

**#00186**

**Q.** In my Campaign there is an Obsidiman who has Blood Pebble and Living Crystal Armor. Our previous Gamemaster allowed to him this combination. It gives him an Armor Rating (together with his Natural Armor) of 14 (phys) / 6 (myst). Is it possible for him to have these two kinds of Armor at the same time? After all, they both are somehow implanted in or beneath the skin. How should I handle this?

**A.** No, these two types of armor CANNOT be combined, nor can ANY two types of armor.

**#00187**

**Q.** The Obsidimen have natural armor, they can, I assume, combine this with other (living, I know) armor, or does the worn armor replace the natural armor value??

**A.** Obsidimen can only use living armor, including blood pebble, living crystal, and fernweave. When they use these types of armor they add the armor rating to their natural armor of 3. This is the only exception to the no combining armor rules.

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**#00188**

**Q.** How long can an Obsidiman go without eating? There are numerous references to the rock-brothers being forced to go for (to my mind) inconceivable amounts of time with no food or water.

**A.** Regarding obsidimen, where are these references to obsidimen going especially long periods without food? I've always considered them the same as the other races for purposes of survival.

**Strands:** We strongly agree with Lou on this point. They have some of an elemental earth spirit within them, but they still must eat and drink to sustain the body.

**#00189**

**Q.** Why do most the published Orks have spiked maces and footman's shields which they cannot use together?

**A.** Probably because we made a mistake. Change the spiked mace to a normal mace.

**#00190**

**Q.** Can a T'skrang tail or fist be used as a Second Weapon?

**A.** Second Weapon is intended to allow an adept to fight with a weapon in each hand

(Florentine style), so the answer is no. Remember that T'skrang can always make an additional attack with their tail, but they suffer a -2 Step penalty to \*all\* attack tests made in the same round as the tail attack.

#### #00191

**Q.** The rules state that if a magician is reattuning his matrix "on the fly" and is interrupted, all his spell matrices are wiped clean, and no spells may be cast until the matrices are attuned again. Our question: Can these "clean" matrices be repowered by another attempt to reattune "on the fly", or must the magician spend the full 10-minute ritual to "recharge" a matrix?

**A.** The only way to reattune a magician's matrices after having them wiped clean by a failed 'on the fly' attempt is to perform the 10-minute ritual.

#### #00192

**Q.** Can a windling using Air Dance fly? Or must he/she be walking along the ground as per the description?

**A.** Yes, windlings can use Air Dance. The talent description is worded based on non-flying characters, but it is intended to allow all characters to move quicker, enabling them to get the jump on their opponents.

#### #00193

**Q.** Do windlings get an initiative penalty if they use a buckler?

**A.** Windlings suffer the same initiative penalties due to armor and shields, but since Bucklers have no Initiative penalties, they would not suffer any penalty.

#### #00194

**Q.** A common question in our Earthdawn group, that pops up now and then is, does Astral Sight, Astral Sensitive Sight, or Astral Sense allow the user to determine if someone is an adept, by studying their astral pattern? If so, is it only one of them or all three, which ones would apply?

**A.** Any of those three should allow a user to determine if a specific person is an adept. However, this should probably require a Good success or better against their Spell Defense. Also, not that it's much help now, the Magic sourcebook (due in March '96) will offer more about astral sensing and how it works.

#### #00195

**Q.** The ED rules state that (with strength requirements) a windling can use a short sword. I take this to mean that an 18" or so humanoid can wield a short sword sized blade. I interpret it to be meaning a special windling intended weapon proportionate to a man wielding a Scottish claymore. Or does it mean (as a windling player in my game argues) that a windling could pick up & wield a human intended short sword? It seems to me that the blade length is the same but the grip would be as big as the windling's

thigh as least.

**A.** Actually you both are correct. Yes, a human-sized short sword would be oddly proportioned for a windling, but one could wield it in battle. Windling weapons are fairly rare in Barsaive, and so, many Windlings must use the next best thing.

**Strands:** Common sense goes a long way to help in this situation. Just because a Windling can be it up, doesn't mean that he can use it effectively! As far as the availability of Windling sized weapons, that's up to the GM.

**#00196**

**Q.** How long does the Tactics skill last for?

**A.** I would say that the effectiveness of each use of the Tactics skill lasts for a number of rounds equal to the character's Rank in the skill.

**#00197**

**Q.** By the Throalic Calendar, how many days are there in a week?

**A.** A week is seven days according to the Throal Calendar.

**#00198**

**Q.** In the ED rulebook, it says that in order to increase a talent rank, "The character can meditate uninterrupted for 8 hours per talent rank being purchased...". Does that mean that if you're meditating from Rank 1 to Rank 2 you have to meditate for 8 hours (since you're purchasing \*one\* talent rank higher than what you have), or 16 hours (since you're purchasing a Rank 2 talent)?

**A.** A character must meditate for 8 hours \*per Talent rank being purchased\*, NOT 8 hours times the rank being purchased.

**#00199**

**Q.** Can the orichalcum coin from the standard Training Pledge be used in the ritual of the Ghost Master, without detrimental effects?

**A.** No. First, the orichalcum coin used for the Ritual of the Ghost Master must be free of any enchantments. Also, if a character were to give his Pledge Coin to the ghost master, he would lose all the talents and abilities learned above the Pledge Circle. Re-read the sections on both Training Pledges and the Ritual of the Ghost Master for more.

**#00200**

**Q.** Can a character fulfill the practice for a skill on the road? For example, could he learn a rank 1 skill ( 1 week ), then practice during the "off-time" of travelling (at night around the campfire, etc.)? If so, does he use the skill at the new rank or the old rank during this period?

**A.** Exactly how many hours per day are required for skill training is up to the gamemaster, so it would be his call. I would say that yes, a character could practice while 'on the road' but doing so would take twice as long as normal.

**Strands:** We agree with Lou, except that he didn't fully answer the question. We'd say that you use the old step number, as the rank does not increase until all the necessary requirements (including practice) have been fulfilled.

**#00201**

**Q.** Should Quickblade really be available as a skill? It seems pretty powerful. A character could get Plate Mail & a Body Shield, and suffer no Initiative penalty as long as he/she is attacking with Melee Weapons, with only 2 pt. of strain (vs. -6 steps on initiative) if not.

**A.** You are right. Quickblade is very powerful! But that doesn't mean it shouldn't be available as a skill. The key is that a character has to find someone \*willing to teach him the skill\*. If the gamemaster feels the skill is too powerful, he shouldn't allow the character to find anyone willing to teach him the skill. Also, since he is trying to learn Quickblade the skill and not the talent, he would have to find someone with the skill \*NOT\* the talent, as these are very different. Just because the rules say that something is possible does not mean it is easy.

**Strands:** Bravo, Lou! We must remember that the Gamemaster has control of his game, and the rules are built with this fact in mind.

**#00202**

**Q.** My latest ED question is regarding skills. I understand that one-week of training and one month of practicing is required per skill rank acquired. What I need to know is how much time out of that month must be used for actual practice (i.e. 8 hours a day, 5 days a week, or a total of 40 hours a week however it is reached, or 8 hours a day each day of the month, or what?). Thanks in advance to any responses.

**A.** I would say that a character must train for at least 8 hours a day (during his week of training), and practice at least 4 hours a day (during his month of practice).

**#00203**

**Q.** In the case of Theran ships, how many slaves would typically be aboard each?

**A.** I have no idea what the ratio of air sailors to soldiers would be, nor do I know how many slaves the Therans carry on their ships. My advice is to come up with numbers that work for your campaign. Also, this subject will likely be addressed in the Air Ship sourcebook, whenever we publish it. Perhaps sometime in '96.

**Strands:** A quick check with "Mother Speaks" reveals that mining vedettes have a crew of 22 and 40 slaves. This would lead me to think that a war-vedette would have a crew of 40 (to service the additional guns), 40 slaves to row the thing, and my best guess would be 40 soldiers for boarding actions/ground raids.

**#00204**

**Q.** How much do the various Air Ships cost?

**A.** The prices for ships should be so high that it would be \*VERY\* difficult for a group of characters to afford them. As for the actual prices, I haven't a clue.

**#00205**

**Q.** What do you think it should cost to book passage on an Airship?

**A.** As described in the Earthdawn rulebook (Adventuring in Earthdawn) airship passage is fairly rare, since few airships are made to carry passengers. I would use a base cost of 30 SP per person/mount per day. This cost could fluctuate depending on the type of ship, and the relationship between the captain/owner of the ship and the characters.

**#00206**

**Q.** What is the cost/time/roll difficulty to make armor defeated by an Extraordinary hit only?

**A.** This would be up to the gamemaster to decide, based on his campaign.

**#00207**

**Q.** I want to know how the blood pebble armor works exactly. I figure the armor works a lot like an Obsidiman's natural armor, or like orthoskin in shadowrun. I am curious as to the exact nature because I recently read a rule saying that it was not possible to stack any armor, which makes stacking fernweave and blood pebble not possible...

**A.** Blood Pebble armor consists of a number of pebbles formed of living crystal treated with an alchemical solution which gives them their protective properties. As for stacking armor, it's true that no types of armor can be stacked, including blood pebble and fernweave. Sorry about that. The closest thing to armor stacking in ED are the rules for piece-meal armor in Denizens of ED Volume II.

**#00208**

**Q.** I want to know what type of animal barding is available, as well as how much it costs, as well as the degree of protection.

**A.** Barding? Hmmmm. I would say that there are only a few types of barding. These are most likely leather, hardened leather, chain mail, ring mail, and plate mail. Crystal ringlet or crystal plate armor are NOT available as barding. I would say the armor ratings are roughly the same as normal armor of the same type, but perhaps only a Good success is needed to get an Armor-Defeating hit. The cost for barding should probably at least 2-3 times that of normal armor of the same type. All of this assumes armor for normal sized horses. Barding for thundra beasts would cost 2 times the cost described above, while armor for a dyre or elephant might cost up to 3-5 times that cost.

**#00209**

**Q.** Is there a "repair cost" chart for armor?

**A.** Rules and costs for repairing armor can be found in the Optional Rules section of the Earthdawn Companion.



#### #00210

**Q.** If you add strength step to the damage of bows, what do you add to the damage step of a crossbow? Nothing, Dex, Per. The weapon is mechanical, so strength cannot be used. If nothing is used, then the weapon becomes far less powerful than a normal bow. (In reality crossbows are more powerful than normal bows).

**A.** Who says Crossbows are mechanical? There are no cranking mechanisms for loading crossbows in Earthdawn. They may utilize levers, but that is the extent of it. The answer is that STRENGTH is added to the damage step for crossbows. There are two primary reasons for this. 1) It makes all weapons work the same in the game. 2) The power of the crossbow is related to the strength of the person who draws the bowstring.

#### #00211

**Q.** My party's Troll archer wants to create bigger, stronger missile weapons. I allowed him to create his own Great Bow, with appropriate strength minimum and Damage step. Now he wants to build a better crossbow. Perhaps one with pulleys and cranks, and stronger limbs. Any recommendations on what kind of Damage step, and perhaps strength minimum to ready it?

**A.** It sounds like your troll archer might be building a 'heavy' crossbow. I would give this a Damage Step of 7 and a Strength Minimum of 16. If it uses pulleys and levers to ready it, I would also give it a Rate of Fire of 1 per every 2 combat rounds.

#### #00212

**Q.** What's the cost and availability for +1, 2 and 3 arrows?

**A.** There are no such things as +1, +2, +3 arrows in Earthdawn, unless you are referring to rules in The Adept's Way. In this case, only archers can make these types of arrows. I would say that +1 arrows cost at least 5 - 10 silver each, while +2 arrows would be 10 - 20 SP, and +3 arrows would be 20 - 30.

**Strands:** We understand that it can take years to undo extensive indoctrination in the AD&D way of thinking!

#### #00213

**Q.** What's the cost and availability for poisons?

**A.** Poisons are not generally sold in Barsaive.

#### #00214

**Q.** I read that a hawk hatchet has a "boomerang" effect. Thus, when it is thrown and misses the target it would return to the thrower. I was just wondering if the weapon works in this manner?

**A.** Hawk Hatchets do not act like boomerangs. They simply fly towards their target, and if they miss, continue flying until they hit something. Then the weapon must be retrieved. Now, this is not to say that someone couldn't create a (more) magical hawk hatchet, like a thread item, which would return to the thrower if it missed.

**#00215**

**Q.** I'd have to assume knives can be thrown. True? If so what are the particulars, range etc.

**A.** I would rates throwing knives as follows:

✱ *Cost:* 3 cp

✱ *Damage Step:* 1

✱ *Strength Min.:* 8

✱ *Weight:* 10 oz.

✱ *Size:* 1

✱ *Range:* Same as Dagger

**#00216**

**Q.** I'm sorry to ask again but does the thrown rule (regarding Forge Blade)include spears, particularly windling spears?

**A.** Since spears can be used as both thrown and melee weapons, I would say yes, they can benefit from the Forge Blade Talent.

**#00217**

**Q.** With respect to meditation, how restful is it? Does it count as sleep? Almost sleep? A brief nap? Strenuous activity?

**A.** Meditation for rank advancement does not count as sleep, but does count as rest.

**#00218**

**Q.** If a talent requires Karma, and the character runs out, he uses his Recovery Tests next (p95 ED), then does he take the 2 pts of Strain like a skill? Does he get the Karma die when he uses his Recovery Test?

**A.** If an adept runs out of Karma and uses a Talent that requires Karma, he may use his Recovery Tests to generate the needed magical energy. In this case, the sacrifice of the Recovery Test allows him to roll the Karma die. Once the character's Recovery Tests are gone, he can no longer use talents which require Karma.

**#00219**

**Q.** When a character first purchases a Talent, is there any limit to the number of Ranks he or she may buy? If a Warrior achieves 2nd Circle and now has access to Durability, can he now raise it to Rank 1 or can he raise it to Rank 15 or anywhere in between if he has the Legend Points to spend? Secondarily, if there is a limit to the first purchase, is there any limit on the number of Ranks a talent can be raised after getting that first Rank in a talent?

**A.** I would say that when a character first learns a new talent, he can only buy 1 rank in the talent. From that point on, he can buy multiple ranks as long as he has the Legend Points.

**Strands:** He must also successfully *use* that talent at its current Rank. For the Durability talent, this might require taking damage!

**#00220**

**Q.** On the matter of talents, like Air Dance which say that you use the talent step for your Initiative, is this before or after armor penalties and such?

**A.** Armor penalties do indeed apply to the Air Dance talent. Though the talent description might suggest otherwise, Armor penalties ARE subtracted from a Air Dance step.

**Strands:** What a bummer! But it's only fair, I guess...

**#00221**

**Q.** Can a human spellcaster who acquired Air Dance use this Talent to cast a 0-Thread spell twice in a combat round if his Initiative is double that of his opponents?

**A.** No, Air Dance does not allow magicians to cast additional 0-thread spells in a given combat round.

**#00222**

**Q.** Would Air Dance and Tiger Spring have any effect on the Initiative of a spellcaster casting a spell?

**A.** Air Dance and Tiger Spring augment an adept's Initiative, and as such, could be used when casting spells.

**#00223**

**Q.** Would the Air Dance talent allow an Archer to take a second shot in combat? There is no specific wording under Air Dance to limit it to Melee Weapons and Unarmed Combat, but it does seem to lend itself more to those types than Missile Weapons.

**A.** Though the rules don't specifically state this, I would not allow Air Dance to allow an Archer a second shot.

**#00224**

**Q.** Does Second Attack preclude the use of Swift Kick or Air Dance?

**A.** Yes, and No. A character can't use Second Weapon in the same round as other Talents which provide additional attacks, such as Second Weapon, Momentum Attack, and Swift Kick. However, he can use it in the same round as Air Dance. In this case, the character would make his first attack (using Melee Weapons, most likely) and his second attack (using Second Attack) at his Initiative, and his bonus attack at the end of the combat round.

**#00225**

**Q.** In using Anticipate Blow, would it be able to be used against Riposte? Ex: Swordmaster A gets initiative on Warrior B and makes an attack. When B gets his action, he does Anticipate Blow because he knows that A will attempt to Riposte B's attack. In this case, I know it violates the initiative requirement, but it does seem to work in the spirit of the talent.

**A.** Sorry, but the Initiative requirement is the key to how Anticipate Blow works.

**Strands:** We don't understand all the confusion. Anticipate Blow works for the round against a specified opponent if one wins Initiative against him. It's that simple.

**#00226**

**Q.** Can the Windmaster talent Armor Bypass be used with any weapon or is it just for melee weapons only?

**A.** Nope - only Melee Weapons not Missile or Throwing Weapons.

**#00227**

**Q.** Was Avoid Blow intended for melee weapons only (or can dexterous scouts dodge the deadly aim of an Archer)?

**A.** While the Avoid Blow talent was intended to protect against melee weapon attacks, missile weapon attacks can also be dodged using Avoid Blow.

**#00228**

**Q.** Can the character "override" the Spirit Dodge and Avoid Blow normally?

**A.** Yes, the character can override the Spirit Dodge, but this means dismissing the spirit, meaning that in order to use the talent again the character would have to use the talent again.

**Strands:** Exactly what does it mean to "override" Avoid Blow? You can choose not to avoid the blow if you haven't the Strain to spend!

**#00229**

**Q.** Can you use Avoid Blow to avoid True Shot?

**A.** Yes, you can use Avoid Blow to avoid a True Shot.

**#00230**

**Q.** Can Body Blade and Body Control be used at the same time to increase Unarmed Combat damage or must one or the other be chosen?

**A.** Yes, both Body Control and Body Blade could be used together in one attack (yikes!), as neither of these require an Action. Also, if a character were to do this, he could spend two (that's right) two Karma Points on the damage test.

**#00231**

**Q.** Can a Body Blade be riposted?

**A.** Yes.

**#00232**

**Q.** The talents Silent Walk and Cat's Paw make the character move without noise. So, how do you determine the Difficulty Number for a character to be seen? (Example: a character is trying to sneak past a dwarf guard in a 10' hallway).

**A.** Good question. There is no 'hide in shadows' ability in Earthdawn, but many GMs use Silent Walk to encompass moving both quietly \*and\* without being noticed. Alternatively, you could let the character make a Dexterity (or Perception) test and use the result as the Difficulty Number. This would represent the character moving at just the right moment.

**#00233**

**Q.** Can you use the Charge talent to add to the attack of your mount?

**A.** No.

**#00234**

**Q.** A character in my group is a Beastmaster/Warrior. Can he use Claw Shape multiple times in a round? Once for a Swift Kick attack, once for his normal attack, and once for an Air Dance granted attack?

**A.** Yes.

**Strands:** Not quite! Claw Shape must be used in conjunction with an Unarmed Combat attack. Swift Kick is **not** an Unarmed Combat attack, and thus one could not use Claw Shape with it. Besides, are you supposed to Claw Shape your feet?

**#00235**

**Q.** Can Crushing Blow be used multiple times in a round, say once for a Swift Kick, once for a normal melee attack, and once for a Momentum Attack?

**A.** No.

**#00236**

**Q.** What animals can be dominated by the Dominate Beast talent? Just mundane creatures? Or can magical creatures be affected?

**A.** Dominate Beast is most often used with mundane animals, though it can also be used on most magical creatures. At the GMs discretion, using Dominate Beast on magical creatures may require a Good success in order to be successful.

**#00237**

**Q.** The Earth Skin talent states that "Earth Skin allows the character to take even more damage before falling unconscious or dying". Later it states that rank is added to Spell Defense and Death Ratings. What about Unconsciousness rating? From the quote, it sounds like it should be included.

**A.** Earth Skin should indeed add to the character's Unconsciousness Rating.

**#00238**

**Q.** When you tune a spell to an Enhanced Matrix you weave the first required thread at the same time. My question is do you need to re-weave this thread every time the spell is cast? Ex. You put Earth Darts in an Enhanced Matrix. Later that day you cast the Earth Dart. Do you now: 1) need to weave the thread for Earth Darts for the next casting, or 2) cast Earth Darts again immediately?

**A.** Option 2 is the correct one. When the thread is woven into an Enhanced Matrix, it effectively reduces the Thread Number of the spell by 1 while the spell is attuned in that matrix.

**#00239**

**Q.** Can an Adept use Fireblood anytime? It says that you MAY use it in the middle of combat, but any other time?

**A.** Actually, it would be up to the gamemaster, but I only allow it to be used during combat.

**#00240**

**Q.** Archers get no Talent to increase damage tests (such as a warrior's Down Strike). They get Flame Arrow, but in order to even equal his base damage now, Flame Arrow would have to be at rank 7. (As I understand it, Flame Arrow replaces the normal damage test...?true?).

**A.** Yes, the Flame Arrow Step replaces the standard damage step

**Strands:** Wait a minute! Who says Archers and Warriors need to be equivalent, anyway? Warriors can increase their Initiative, but Archers cannot. Archers can increase their Movement, whereas Warriors never get Sprint.

More to the point, Flame Arrow **does** increase Damage Tests. Sure, it's based on Willpower, and not Strength. If your character's Strength and Willpower steps were equal, an Elven Warbow's damage step could be reached by Rank 2 - and you can spend Karma on the Damage Test!

**#00241**

**Q.** Can you use Surprise Strike with Flame Arrow?

**A.** Yes, you can use Surprise Strike with Flame Arrow.

**#00242**

**Q.** Is the Forge Armor talent accurate as listed? I mean, the price in silver they usually charge is 50x Circle of Character. The forge blade is 50x Talent Rank. Is this difference intentional?

**A.** Yes, the difference is correct. Remember that Forge Armor is an 11th Circle talent, meaning that the (usual) minimum payment would be 550 sp. per week.

**#00243**

**Q.** The Forge Armor talent/skill is confusing. How long would it take for a person to Forge Armor once, a month or a week? Above, you stated that the cost is per Rank, and that it would cost at least 550 sp./week. What about the non-Adept with rank 5 in Forge Armor? It is supposed to be a skill isn't it?

**A.** Well, I have an answer to your question, as well as a correction. First, each use of Forge Armor takes one month, NOT one week. This means that an 11th Circle weaponsmith would charge 550 sp. per month, not per week. Note that the text in the ED Companion is wrong about this. All references to 'week' should be 'month.' As for this Talent as a Skill, this is incorrect. This talent should not be allowed to be used as a skill.

**Strands:** That's a *HUGE* change, Lou!

**#00244**

**Q.** If the Forge Armor talent can be used as a skill, what is the point of having the Craftsman skill Armorer?

**A.** The difference is that it is a \*lot\* easier to find someone to train you as a Craftsman (Armorer) than it would be to find someone to train you in the Forge Armor skill.

**#00245**

**Q.** In reference to your earlier answer about it being harder to find someone to teach the Forge Armor skill... In an earlier question you replied that Forge Armor should not be a skill at all, which would make it just a little more difficult to learn than the armorer skill. What's up?

**A.** Forge Blade is learnable as a Skill, but Forge Armor should not.

**#00246**

**Q.** I really am confused now...what is the reasoning behind the fact that Forge Blade can be learned as a skill and Forge Armor cannot? Why one and not the other?

**A.** Forge Armor is the more powerful of the two talents. The advantages it grants are too great to be allowed to be learned as a skill. This guarantees only Weaponsmith adepts or 11th Circle human adepts can learn the talent.

**#00247**

**Q.** Can Forge Blade/ Armour be used on those armours created by Elementalists(Crystal armors, fernweave, blood pebble, etc.)?

**A.** I would say that Forge Armor can be used on most types of armor except Living Crystal and Blood Pebble.

**#00248**

**Q.** How would you figure to cost for the use of the Forge Blade and Armor skills?

**A.** The costs for these talents appear in the descriptions of each.

**#00249**

**Q.** Can the Forge Blade talent be used on non-bladed melee weapons such as clubs or whips?

**A.** Forge Blade can be used on non-bladed melee weapons, such as clubs and staffs. In this case, perhaps the weaponsmith adds metal banding to the weapon, or some other such enhancement.

**#00250**

**Q.** Can Forge Blade be used on bolas, hawk hatchets and throwing axes?

**A.** No.

**#00251**

**Q.** Somewhere I saw you answered a question regarding bolas, hawk hatchets and the Forge Blade talent. You stated (in a previous Q&A) that these thrown weapons can't have the talent Forge Blade used on them. Can any throwing weapons have a Forge Blade applied to them?

**A.** No. With the exception of daggers and knives, the Forge Weapon talent cannot be used on any type of thrown weapons.

**#00252**

**Q.** Can a Warrior "stack" Gliding Strides to go higher? For example, let's say on the first round he goes up 4 yds. On the second can he attempt to go up more?

**A.** No.

**Strands:** We don't see why not. Since it can 'suspend' the character in midair up to 10 x Rank in feet, there's a ceiling preventing malicious Warriors from climbing into the stratosphere. Also, the Wizard spell Levitate allows one to bootstrap the spells as well.

**#00253**

**Q.** If a character opts not to jump the full distance he/she rolled for Great Leap, is his Physical Defense what he/she rolled or the distance he/she went?



**A.** The result of a Great Leap test is the number of yards the character \*can\* jump, (up to a maximum of his Combat Movement) AND the character's Physical Defense during the round in which he uses the talent. If a character chooses to jump less than the Great Leap result, his Physical Defense is \*still\* the Great Leap result.

**#00254**

**Q.** Can a person with Great Leap, etc. jump down their vertical distance without taking damage?

**A.** No.

**#00255**

**Q.** Could a Character using Great Leap (making a roll when he jumps down) to see if he takes damage. The talent says that he can jump safely, so if he was jumping from a second story window, say 9 yards, if he rolls a 18(half vertical distance) giving him a safe jump of 9, would he land without taking damage?

**A.** I suppose Great Leap could help in that situation. It's not what the talent's intended to do, but hey, it works for me!

**#00256**

**Q.** With Maneuver, the character must "avoid all attacks". Is Riposting avoiding? If the character is hit by a spell does that spoil the Maneuver?

**A.** A successful Riposte means the character has avoided the attack. Yes, being hit by a spell spoils the Maneuver.

**#00257**

**Q.** I need some help on the original intent of the Maneuver Talent. Can it be used at a range, or is it meant for toe-to-toe only?

**A.** Maneuver is intended to be used in close hand-to-hand combat situations.

**#00258**

**Q.** My group has recently come into several situations in which disputes as to the use of Maneuver has arisen. Can a character with Maneuver use the talent, run (or fly) away with Combat Movement, then come back and attack with the bonus the following round? In other words, does a character have to be in melee range to use this talent (i.e. close to the target)?

**A.** Maneuver requires the character move around and near the target, however a character could use his Maneuver talent, and then move away as you describe.

**Strands:** Note that if the character moves away, he loses all the benefits from the successful Maneuver.

**#00259**

**Q.** On page 111 (ED Rulebook), the Maneuver Talent states that you add your rank in the Maneuver Talent to the result of the next Attack Test. If I understand this correctly, and I have Rank 2 Maneuver and avoid all attacks I get to add +2 result or +2 Steps to the next Attack Test?

**A.** You add your rank in Maneuver to the \*result\* of your next attack test.

**#00260**

**Q.** Can Second Weapon and Momentum Attack be used in the same combat round?

**A.** I would say that, yes, both Second Weapon and Momentum Attack can be used in the same combat round. You did mean Second \*Weapon\* right? The reason I ask is because Second \*Attack\* cannot be used with Momentum Attack, but Second Weapon has no such restriction.

Here's a thought. How about a Momentum Attack Knack that allows you to use Momentum Attack after an Extraordinary success on a Second Weapon test?

**#00261**

**Q.** Would you say then that Momentum Attack could only be used for the first weapon attack and not the second or both? I'm trying to picture an Adept using Second Weapon (thus two attacks) and then Momentum Attack for each. :( Am I right?

**A.** Momentum Attack should only be allowed in conjunction with the first attack, not the second, since the Momentum Attack description makes a specific reference to an Extraordinary success on a \*Melee Weapons\* test.

**#00262**

**Q.** Can one assume that the spirit is visible to others? We've assumed so up to this point, but...

**A.** Yes, the Orbiting Spy spirit is visible.

**#00263**

**Q.** When the Spy is on the lookout for a specific person, can that target try to determine that he's being observed? (That odd feeling that creeps up on people lurking in the shadows..)

**A.** I would say that a character being observed by an Orbiting Spy should have a chance to notice it is being watched. This should be a Perception test against a Difficulty Number equal to the Nethermancer's Orbiting Spy Step Number.

**#00264**

**Q.** If the target was looking into Astral Space near the Orbiting Eye spirit, could the person see the spirit?

**A.** Yes, a character looking into astral space near the spirit would see the spirit's astral imprint. Remember that the spirit is conjured into the physical world.

**#00265**

**Q.** What size may the Orbiting Eye spirit be? Is it determined by the caster? Random?

**A.** The size is probably up to the nethermancer.

**#00266**

**Q.** When can a character Riposte? Do you allow the character to wait until he is going to be hit OR does the character state he is going to Riposte when the bad guy is about to attack him.

**A.** Actually, the first case is the correct one. Riposte is used in response to a successful MELEE Weapons attack. This is one of the things that make Riposte such a cool talent.

**#00267**

**Q.** Can you Riposte a Riposte?

**A.** Yes, a riposte can be riposted.

**#00268**

**Q.** Can a Shield Charge be Riposted?

**A.** No.

**#00269**

**Q.** Can you Riposte a Charge?

**A.** If the charge attack is made with a melee weapon, yes, it can be Riposted. If I were the GM I might rule that this requires a Good success in order to work.

**Strands:** Once again, we do not agree with the requirement of a Good Success. A Riposte is a response to a Melee Weapons attack. If the charge is made with a Melee Weapon, you can Riposte it. Why make the rules more complicated?

**#00270**

**Q.** Do you count Aggressive bonuses to a Riposte?

**A.** This would depend on what you're asking. If a character declares an Aggressive Attack, is attacked by an opponent and use Riposte, I would say no, the Riposte test does not gain the Aggressive Attack bonus. However, if the Aggressive Attacking character makes an attack which is Riposted, the Riposting character should get the bonus. This may sound unfair but think about it. Aggressive Attack is an effort to forgo defense in place of a better attack and Damage step. Since Riposte is in essence a defensive talent, the bonus shouldn't apply.

**Strands:** Let us review Lou's answer, and simplify it:

- ☀ Attacker is Aggressive, and is Riposted. The Riposter adds +3 to his Riposte talent step (since he is Riposting an Aggressive Attack) , but not to his Damage step.
- ☀ Attacker is normal, but Riposter is aggressive. The attacker adds +3 to his attack step (since Riposter is Aggressive), but Riposter's step is normal.
- ☀ Both attacker and Riposter are Aggressive. Attacker adds +6 steps to his Attack step, and Riposter adds +3 steps to his Riposte step. The combatant that is successful adds +3 to his Damage step.

#00271

**Q.** Can an Archer use the Second Attack talent with a bow?

**A.** Yes, Second Attack can be used with a bow.

#00272

**Q.** A Sky Raider in my group wants to get the Second Weapon skill, and use it to Shield Charge. I was wondering about your thoughts on this. Could he do this at all? If so, what size shields could he use? Could he use his Melee Weapons talent to Shield Charge, and then use the Second Weapon skill to attack with his battle-ax?

**A.** I would say no. A shield is not a weapon, and does not qualify for use with the Second Weapon talent.

#00273

**Q.** Can a character make multiple dodges in a round with Spirit Dodge?

**A.** Yes, a character with Spirit Dodge can dodge multiple attacks in a single round.

#00274

**Q.** Do the spells Throne of Air, Shield Mist and Leaps and Bounds and the Nethermancer talent Spirit Dodge allow character's to avoid multiple attacks in a round, or just one? Our group has been playing that they can be used against ALL attacks made against them in a round, but that seems to be exceptionally effective. Is that what was intended?

**A.** It depends on the specific spell. Any spell which acts like Air Dance, and says so in the description of the spell (as do all three spells you mention) allows the magician to avoid only 1 attack per round, just like the Avoid Blow talent. The Spirit Dodge talent, on the other hand, allows the nethermancer to attempt to avoid all attacks.

The main difference is in that the first three are spells and the last is a talent. Also, in the case of two of the three spells you list, the spells' primary purpose is not to avoid attacks in combat, that is just a nice benefit.

**Strands:** When Lou says *Air Dance* above, he probably means *Avoid Blow*. Air Dance has nothing to do with avoiding attacks, but attacking first! In addition, we also don't understand the reasoning, "The main difference is in that the first three are spells and the last is a talent." So the spells act like Avoid Blow (a talent) and Spirit Dodge, a talent,

acts like something else? We would say that each of these talents and spells, for simplicity as well as game balance, allow one Avoid Blow-like effect per Combat Round.

**#00275**

**Q.** The Spirit Hold Talent works on any creature from astral space and undead creatures. Would this talent work on Horrors?

**A.** No. Spirit Hold works on spirits and entities, not Horrors.

**#00276**

**Q.** I assume that Spirit Hold would work on Horrors. Is this correct?

**A.** Spirit Hold can work against Horrors, but should require at least a Good success, if not an Excellent success.

**Strands:** Well, Lou, which is it? See Q&A #00275!

**#00277**

**Q.** Can the Mystic Armor from Steel Thought be defeated through an Armor-Defeating Hit? Is there any type of Mystic Armor that can't be defeated through an Armor-Defeating Hit?

**A.** Yes, the Mystic Armor gained from the Steel Thought talent can be defeated, just as normal Mystic Armor, with an Excellent or better Spellcasting or talent test. I guess dragons or Horrors might have Mystic Armor that cannot be defeated, but that is up to the gamemaster, not me.

**Strands:** We would prefer that the game mechanics not be changed to create different forms of Mystic Armor. We do, however, recognize that Horrors are nasty creatures with abilities not limited by all the restrictions imposed on most Name-givers.

**#00278**

**Q.** The Thief talent Surprise Strike "may only be used on any one target in one encounter." Now, there are two ways of reading this: 1) If you are in a combat with three bad guys, you can do this three times - once for each of them. 2) You can only do it once in any particular combat, and have to pick which guy 'gets it'; after that, the baddies are aware of your "surprise ability."

**A.** The intent of Surprise Strike is that it can be against a single target once per encounter. So your first interpretation would be correct. Also, keep in mind that a character using Surprise Strike must have the advantage of surprise in order to use this talent in the first place. Thus if the character openly reveals his presence, it is unlikely that he would be able to use this talent.

**Strands:** Surprise Strike holds a different meaning for us. We imagine it as a character suddenly acting against his target, surprising him. The 'surprise' situation is created by the magic inherent in the talent and does not necessarily imply the surprise situation on page 202 of the ED rules. Thus, there would be no problem using Surprise Strike against each bad guy in a particular combat.

**#00279**

**Q.** Can Surprise Strike be used with the Missile Weapons or Throwing Weapons talents?

**A.** Yes.

**#00280**

**Q.** If a Thief attacks someone with the Surprise Strike talent, can he switch to another target during the same combat and use the talent again? What if the Thief is a windling able to "get lost in the commotion"? What if the first person targeted let out a general warning that a Thief was around?

**A.** This depends on the situation, and how the gamemaster interprets Surprise Strike. In your example, I would rule that once the thief has been exposed, it can no longer use Surprise Strike unless it takes a round or two to move away so as to catch its next victim by surprise.

**#00281**

**Q.** Does a character using Swift Kick have to attack with Unarmed Combat the entire round, or is it just the extra attack that has to be Unarmed Combat?

**A.** A character with the Swift Kick talent can use it in the same round in which he used Melee Weapons (or Missile or Throwing Weapons). The Swift Kick attack **MUST** be unarmed however.

**#00282**

**Q.** Once you start tracking with the Tracking talent, can you continue to track even if the tracks disappear (prey goes across a stream, sandstorm erases tracks, etc.)?

**A.** Once an adept with the Tracking talent has found a set of visible tracks, he no longer needs to use them to use the talent. Keep in mind however that when the duration of the Tracking talent expires, the character would need to find another set of visible tracks.

**#00283**

**Q.** Would you let a Human Spellcaster with the Versatility talent pick up extra Spell Matrices from the other spellcasting Disciplines?

**A.** As for Versatility, the talent description states that a character can not use Versatility to learn talents from other Disciplines that they are able to learn in their own Discipline.

**#00284**

**Q.** Could a human with his Versatility talent learn talents that are restricted to other races, like the obsidiman Body Control talent?

**A.** No. Racial-specific talents are racial-specific. The notation of Racial Restriction means only adepts of the appropriate Discipline of the race listed can learn those talents.

**#00285**

**Q.** For the purposes of the Nethermancer spell "Darkness", does a human that obtained the Nethermancy Thread Weaving talent through Versatility qualify for being able to see through the darkness like normal Nethermancer?

**A.** No. There is a difference between being a Nethermancer and having the Nethermancy (Thread Weaving) talent.

**#00286**

**Q.** Can Adepts with the Willforce talent substitute it for their Willpower step in other talents or skills? For example, the Arcane Mutterings talent has a Step number of Rank + Willpower Step. If a Wizard had the Willforce talent could the Step Number be Rank + Willforce Step? The reason I'm asking is because you kind of suggested this with the Horror Stalker talent Deathstrike.

**A.** Yes. Willpower is the default attribute for the Willforce talent, meaning that Willforce can be used in most cases in place of Willpower.

**#00287**

**Q.** Does the effect of Woodskin end when a character reaches unconsciousness? The Rulebook states that the effects of "most" duration talents end, but not all. Woodskin has no specific language regarding unconsciousness.

**A.** No, the effects of Wood Skin last for a full 24 hours.

**#00288**

**Q.** Is it possible to make the bonus through Wood Skin permanent or at least longer lasting through blood magic?

**A.** No, the bonus of Wood Skin is too significant to be gained through the loss of a few damage points.

**#00289**

**Q.** If damage is taken by a character with Wood Skin, does the damage get taken away from the Wood Skin first? And if so, can a character recover Wood Skin damage with a Recovery Test?

**A.** Wood Skin temporarily increases the user's Death and Unconsciousness Ratings. For the duration of the talent, the character's ratings are higher than normal. This means they can suffer more damage. Wood Skin does not grant the user an additional number of 'damage points,' the actual ratings are increased. This can cause trouble is a character with Wood Skin has more current damage than his normal Death Rating when the Wood Skin talent expires (or is dispelled). In this case, the character would be dead. Ouch! Let's me try to clarify this: Let's suppose, in your example, a character has a Death Rating of 50, and with Wood Skin has increased his Death Rating to 65. Later in the day, the character get involved in combat (a fairly likely occurrence in ED, BTW), and takes a total of 55 points of damage (which, if the Wood Skin talent were dispelled, would mean

the character was dead). After the battle, he makes a Recovery test to heal some of this damage, and gets a result of 6, lowering his Current Damage to 49. At this point, if the Wood Skin talent were dispelled or expired, the character would be alive, though unconscious.

**#00290**

Q. What armor applies for Blade Fury?  
A. Physical Armor applies.

**#00291**

Q. What armor applies for Blizzard Sphere?  
A. Physical Armor applies.

**#00292**

Q. What armor applies for Boil Water?  
A. Physical Armor applies.

**#00293**

Q. What armor applies for Drastic Temperature?  
A. No armor applies.

**#00294**

Q. What armor applies for Earth Staff?  
A. Physical armor applies.

**#00295**

Q. What armor applies for Flamshaw?  
A. Physical armor applies.

**#00296**

Q. Should the effect for Flameweapon read "+1d4 to weapon's Damage", not "+1d4 to Damage Step"?  
A. Yes.

**#00297**

Q. What armor applies for Ice Spear?  
A. Physical Armor applies.



**#00298**

**Q.** What armor applies for Ice Mace and Chain?

**A.** Physical Armor applies.

**#00299**

**Q.** One of the effects of Ice Mace and Chain is that it can harry the target for several rounds. Can the target free himself from this effect (like you can with a bola) or is it more the cold from the ice that causes the penalty? If he can free himself, what is the Difficulty Number? Is it the result of the Effect test, the spellcaster's Spell Defense, or "9" as for a bola?

**A.** The duration of Ice Mace & Chain [is] two rounds, the round in which the spell is cast, and the next round. The Harried effect only applies during the second round of the spell's duration. In order to free himself from the spell, I would require the target to make a Strength test against the Effect Test result.

**Strands:** This is **not** a trivial Strength test, as the Effect step of Ice Mace and Chain is Willforce +5.

**#00300**

**Q.** What is the Effect step for Icy Surface?

**A.** It's just Willforce.

**#00301**

**Q.** The spell Icy Surface seems like it could have other uses other than to make someone fall down. a) Do you think it would be reasonable to use the spell to freeze objects, like maybe an ice path across a small river, with the Effect test + ? as the strength of the surface? b) Is the surface of spell's area of effect limited to 2 dimensions or can it climb walls or other objects? c) Could the spell be used as a cold based physical attack (Unarmed Combat) on liquid/semi-liquid forms of creatures(ie Bog Gobs)? d) Is the Elementalist immune to the effects of the spell, and can he grant immunity to others?

**A.** The whole point of Icy Surface is to make the ground slippery, not to freeze things or to damage others. The area of effect is limited to one surface, normally the ground, but I suppose it could also be used on a wall. No, the elementalist does not have immunity to the spell, nor can he give immunity to others.

**#00302**

**Q.** Can you use the Combat Option "Go Inside a Shield" that has Lightning Shield on it?

**A.** Yes, since the spell affects the shield.

**#00303**

**Q.** Does Lightning Shield zap an attacker even if he totally misses, or just between an Average and Good success?

A. Yes, \*any\* attack against a character with Lightning Shield that isn't a Good success or better hits the shield, and the attacker is zapped by the lightning.

**#00304**

Q. If I were to cast Lightning Shield on a Sky Raider's shield and he were to then perform a Shield Charge, would the Lightning Shield do damage and if so, would the Damage steps be added together as one attack, rolled separately and then added, or rolled separately and applied separately?

A. Since this use of Lightning Shield is the way the spell is intended, I would simply add the Lightning Shield Damage Step to the Damage Step of the Shield Charge talent.

**#00304**

Q. If I were to cast Lightning Shield on a Sky Raider's shield and he were to then perform a Shield Charge, would the Lightning Shield do damage and if so, would the Damage steps be added together as one attack, rolled separately and then added, or rolled separately and applied separately?

A. Since this use of Lightning Shield is the way the spell is intended, I would simply add the Lightning Shield Damage Step to the Damage Step of the Shield Charge talent.

**#00305**

Q. What armor applies for Ricochet Attack?

A. Physical Armor applies.

**#00306**

Q. If I were to cast Sky Lattice, and position it to closeline a charging ork scorcher, could I do damage to him? If so, would I have to cast on the scorcher's Initiative? And what would the damage be? And would he be Knocked Down?

A. I would not allow this use of Sky Lattice, though if you tried it, the Damage Step should be the Strength step of the ork or his mount. In order to use the spell this way, I would also require the Elementalist's Spellcasting test to equal or exceed the ork's Spell Defense.

**#00307**

Q. Spells like Throne of Air and Leaps and Bounds allow the character to Avoid Blow. Does the character suffer Strain when avoiding this way? How many times in a round can the character Avoid Blow while the spell is in effect?

A. The spells you refer to do not grant the Avoid Blow talent to the character, they may be used in place of Avoid Blow for the same effect. No, the character does not suffer strain when using these spells. Throne of Air allows more than 1 avoid blow attempt per round.

#00308

**Q.** Since Throne of Air replaces your Avoid Blow step, if you fail to avoid the blow are you automatically Knocked Down?

**A.** Since Throne of Air is used in the same manner as Avoid Blow, I would say that if an avoid blow attempt fails, the character is knocked down. The same holds true for Shield Mist.

#00309

**Q.** An Elementalist attempts to use Throne of Air's Effect step as Avoid Blow, and fails. Is he Knocked Down as if he had failed with the Avoid Blow talent? And if so, is the Throne of Air then automatically dispelled?

**A.** If an elementalist uses Throne of Air as Avoid Blow and fails, he is knocked down, BUT the spell is not dispelled. The elementalist suffers the same effects as normal knockdown, but once the character gets up, the character again gains the advantages of the Throne of Air spell.

**Strands:** A question that is never quite answered here is: When the Elementalist fails to avoid a blow, does he fall to the ground? Or does he merely lose control of the Throne of Air such that he must expend an action to re-establish control? If he falls to the ground, he would take falling damage. We advocate the latter interpretation, that he loses control of the Throne of Air until he uses an action to regain control.

#00310

**Q.** What armor applies for Whirlwind?

**A.** Physical Armor applies.

#00311

**Q.** Are there verbal components to spell casting? (Do you have to be able to speak, etc. to cast spells?)

**A.** This is entirely up to the gamemaster in most cases. Unless the description of the spell specifically states that the magician must do or say something specific, the verbal (and/or somatic) components of the spell are up to the player/gamemaster.

**Strands:** We strongly suggest that players speak to their gamemaster as soon as possible in regards to this situation. Don't wait until a critical moment when your group may depend on this answer from your gamemaster. Get some guidelines ahead of time.

#00312

**Q.** If a spellcaster is looking into the Astral space with the Astral Sight talent, could he cast spells at the Wormskull that has shifted into the Astral space?

**A.** No. Spells can't be cast from the physical plane into astral space.

**#00313**

**Q.** Does cover affect spellcasting?

**A.** Yes.

**Strands:** This includes partial cover, which penalizes the spellcaster by -2 steps on his Spellcasting Test.

**#00314**

**Q.** What kind of visual/audio effects are associated with spellcasting? Some spells indicate the effects, others do not. If a spell does not say anything, can we assume that there is no outward indication that a spell is being cast?

**A.** Most spells probably involve some sort of gesture. The spell descriptions have been left mostly black to allow players/GMs to create their own. Also, most adepts can usually tell if a magician is casting a spell.

**Strands:** Lou expands on the above answer by stating that most Adepts can tell if a spell is being cast. Again, ask your gamemaster as to which Adepts can tell when a spell is being cast.

**#00315**

**Q.** Can a spellcaster with the Melee Weapons talent use the Combat Option to Give Ground and still cast a spell?

**A.** No. In order to Give Ground, the character must be *\*using\** the Melee Weapons or Unarmed Combat talents. Note also that this Combat Option can be used by characters with the Melee Weapons and Unarmed Combat *\*skills\** also.

**#00316**

**Q.** If you look Astrally, can you cast spells at a Horror that exists totally in Astral space?

**A.** No.

**#00317**

**Q.** When you achieve an Excellent success on a Thread Weaving roll, is the bonus Thread you are allowed automatically successful or do you have to say that you are trying to simultaneously weave two Threads and roll for the second Thread?

**A.** The bonus thread is automatic.

**#00318**

**Q.** Our gaming group was wondering if there was anyway to stop a spellcaster from casting a spell once he was already started weaving Threads, apart from damaging a Spell Matrix?

**A.** The only way to prevent a magician from casting the spell would be to incapacitate him, either by rendering him unconscious, or perhaps by grappling him. Another option would be to Attack to Knockdown. If successful, his Spellcasting test would be at -3

Steps.

**Strands:** Certainly death or unconsciousness will stop the spellcaster. However, in our experience, using the grapple option to halt another character's actions may vary from gamemaster to gamemaster. We highly recommend speaking with your GM on the subject before you try it.

#00319

**Q.** What purpose does it serve for a magician to keep his own grimoire? What does a magician do with his own grimoire, except write spells into it to learn them? Then what? As far as I have heard, a magician cannot use the 'Cast From a Grimoire' option if it is his **own** grimoire. He must use someone else's. My players have decided that it may be better (for travelling purposes) to learn a spell (write it down) then throw away/destroy the papers. Why bother carrying/keeping the grimoire if it does nothing for you once you know the spells? One player wants to put two of his spells etched onto his sword's blade, yet still maintain it as part of his grimoire (which would be a book). Can this be done?

**A.** The main purpose of a grimoire is for the magician to have a record of the spells he knows. This can come in especially handy if the character wants to trade spells with someone. Without a written form of the spell, the magician can't recreate it (unless he has Book Memory). Also, no magician worth the Name in Barsaive would destroy his grimoire. This just isn't something a magician would do. Besides this, keeping grimoires is a tradition passed down from teacher to student. Few teachers would be willing to teach new spells to a magician without a grimoire. This whole thing (destroying the grimoire because the game has no use for it) sounds like a player thing more than a character thing. A magician character would no more destroy his grimoire than he would his robes. A magician's grimoire is very important to him.

**Strands:** We have many comments on this subject. First, while it may be true that **most** Adepts would not destroy their grimoire, this does **not** mean that some Adepts won't. Just because it's tradition doesn't make it a mandatory action. True, the **Adept** regret this decision later, but that's up to the gamemaster to decide.

Second, we heartily agree with Lou on the "this sounds like a player thing". Destroying your character's grimoire to take advantage of the rules is a role-playing blunder, which should be reflected in the number of Legend Points one receives for a session.

Finally, we feel we must comment on the Earthdawn view of spellcasters. It seems that every spellcaster must have a robe, as the only Artisan skill available to these Disciplines is Robe Embroidery. What a farce! Such narrow-minded views of these Disciplines cannot be regarded as the original intent of the creators of Earthdawn, a very open-ended game. (By open-ended, we mean that nothing prevents the spellcasters from using melee or missile weapons, unlike other systems that are much more stringent.)

#00320

**Q.** Can a single grimoire be composed of multiple forms? (some spells in a book, some carved in stone, some stitched in a robe, some etched on a sword)

A. This is an interesting question. I don't see any reason why a magician couldn't do this. However, since a magician can't cast spells from his own grimoire, I don't see the reason aside from protection through diversification.

**#00321**

Q. Can spells that do not specifically confine themselves to one target in the description be used against multiple targets by the standard highest spell defense plus one per additional target? Or should this be confined to spells that specifically give that option?

A. In most circumstances, unless a spell description specifically states otherwise, it can only be used against a single target. The bit with Kalourin using Spirit Grip against multiple targets is an exception to this rule.

**Strands:** The reference to Kalourin describes a situation in the module "Mists of Betrayal". Descriptions tell you what you can do, not what you cannot do. The rule of thumb is that if it doesn't say you can do it, you can't.

**#00322**

Q. What armor applies for Illusory Missiles?

A. Physical Armor applies.

**#00323**

Q. What armor applies for Leaping Lizards?

A. Physical Armor applies

**#00324**

Q. What armor applies for Massive Missile?

A. Physical Armor applies.

**#00325**

Q. What armor applies for Multi-Missile?

A. Physical Armor applies .

**#00326**

Q. What armor applies for Wall of Unfire?

A. Mystic Armor applies.

**#00327**

Q. Is the Nethermancer looking into astral space when casting Astral Flare? If so, is the Nethermancer immune to this spell?

A. No, the nethermancer does not need to be looking into astral space when he casts this spell. As for his being immune, I would say that he is not immune.

**#00328**

**Q.** What Armor applies for Constrict Heart?

**A.** No Armor applies.

**#00329**

**Q.** Can the user of the amulet see through the darkness created by the Dark Sword spell?

**A.** Yes.

**#00330**

**Q.** The darkness created by the Dark Sword spell, is the duration just for that round or is it longer?

**A.** The darkness dissipates in one round, but remains while the spell is being used. For instance, so long as the spell is used each round in combat, the darkness remains. One round after the spell is no longer used, the darkness dissipates.

**#00331**

**Q.** It states that "The wearer of the amulet may now use the effect step of the Dark Sword spell either as his Melee Weapons step or as the damage step for a successful strike with a weapon." I take this to mean that the wearer may substitute the Effect dice of his melee weapon attack with the Spell's effect dice? The reason I ask is that the spell seems to imply that a successful strike has to come first BEFORE substituting the spells effect dice. I just need clarification on this.

**A.** Each round, the user of the Dark Sword must declare how he is using it, either for an Attack Test or Damage test.

**#00332**

**Q.** If a Nethermancer casts Ethereal Darkness on himself, could you see him Astrally? Would you have to get over the Ethereal Darkness Spell Defense of 12 to see him?

**A.** Yes. The Ethereal Darkness spell creates darkness in the physical world, not astral darkness.

**Strands:** Yes... to which question, Lou? From his answer, we assume he means that you could see him Astrally, if you beat HIS Spell Defense.

**#00333**

**Q.** When the spellcaster declares who is immune to Foul Vapor, does this assume that the immunity can only be passed on to those who would be within the sphere when the spell is casted? Basically is there a limit to the range in which a caster can determine who will gain this immunity?

**A.** I would say that immunity to the spell could be given to any character, present or not, but I'm not sure I see a reason to do so.

**#00334**

**Q.** Why is the Nethermancer spell Friendly Darkness a 6th Circle spell? Sure it gives all of the Nethermancer's friends within the 15 yard radius of the spell a +4 Step bonus to one type of action, and all enemy actions suffer a -5 step penalty to all actions requiring sight, but the spell only last for one round. Well?

**A.** Friendly Darkness is a 6th Circle spell because of the benefits it grants its recipients. The duration of a spell is only 1 factor in determining it's circle. This spell is more than effective enough as it is, even at 6th Circle. If you think the spell needs to be more effective, change its duration to something like Rank rounds or so.

**#00335**

**Q.** What Armor applies for Life Circle of One?

**A.** Mystic Armor applies.

**#00336**

**Q.** What Armor applies for Pass Ward?

**A.** Mystic Armor applies.

**#00337**

**Q.** I assume that when cast, the effect is a 10' radius circle protected by Pass Ward. My question is, can this be cast on an object? Or is it a fixed place in space?

**A.** This spell can only be cast on a specific spot (place), so no it cannot be cast onto an object.

**#00338**

**Q.** Is the caster immune to Pass Ward?

**A.** Not necessarily immune to the spell, but I would assume that this spell allows its caster to create a password that allows the caster (or anyone who knows the password) to pass the ward unharmed.

**#00339**

**Q.** Is the white star created by Pass Ward visible to the target? Others? The caster?

**A.** Yes.

**#00340**

**Q.** Is the star created by Pass ward visible only within the area of the spell?

**A.** Yes. Also, once the ward makes its Effect test, I would guess the star disappears.



**#00341**

**Q.** Repel Animal has a constant effect, where most spells with an area affect have a varied one over time (Chilling Circle for example). I was wondering why this spell is like this when most are not.

**A.** There is no special reason for this. It's just the way the designer envisioned this spell working.

**#00342**

**Q.** The 8th Circle Nethermancer spell "Shadow Tether" fixes the target's shadows to the ground, and holds the characters to their shadows. Can the target move while under the effect of this spell (i.e. swing a sword) or are they helpless until they break free of the spell? Can a spellcaster cast a spell that does not require movement?

**A.** Characters under the effects of the Shadow Tether spell can still take actions so long as those actions don't require movement in terms of walking, running, et.

**#00343**

**Q.** The spell states "...the Shadow Tether spell fixes the target's shadow to the ground, and holds the characters to their shadows.". If the shadows disappear (by total darkness or A LOT of light), would this allow the targeted characters to move again?

**A.** No, the spell's effect would remain for its full duration.

**#00344**

**Q.** We have had some confusion recently about the Shield Mist spell. Does the Nethermancer roll the Effect test when the spell is successfully cast and use that result as an "Avoid Blow" for the spells duration, or does the caster roll for effect each time that person attempts to avoid the blow with the mist?

**A.** The Shield Mist spell grants the Nethermancer an ability that mimics the effects of the Avoid Blow talent. The Nethermancer makes an Effect test each time he is struck in combat, just as if he had the Avoid Blow talent.

**#00345**

**Q.** Will ONE recovery test help in recovering the use of multiple talents shredded by Talent Shredder or is a recover test needed for every talent shredded?

**A.** Each talent damaged by this spell requires a separate Recovery Test.

**#00346**

**Q.** In regards to the Talent Shredder talent, is the recovery test used up by repairing the talents or can it also be used to heal the adept at the same time?

**A.** Yes.

**Strands** Which, Lou? We'd say it is used up repairing the talents, much like a Wound. No Recovery dice are rolled.

**#00347**

**Q.** Can the portal created by Target Portal move with the target? The caster? I assume so, but it doesn't state so.

**A.** Sure, why not.

**#00348**

**Q.** Would Target portal work if the target moved into Astral Space? What about the caster?

**A.** Nope. Besides, moving into astral space is not done too often.

**#00349**

**Q.** Can the portal from Target Portal be used for more than just spellcasting purposes? (Attacks with weapons or something along this line of thinking?)

**A.** Nope. Just spells.

**#00350**

**Q.** Can the target see the Target Portal?

**A.** I would say yes.

**#00351**

**Q.** Can the target attack through the Target Portal?

**A.** Nope.

**#00352**

**Q.** Since Target Portal creates a gap in astral space, if the target can see the nethermancer, can the nethermancer cast ASTRAL FLARE to affect the target?

**A.** No. Astral Flare causes a flare in astral space. This spell creates a GAP in astral space.

**#00353**

**Q.** Is the effect of Translator Spirit constant for the duration of the spell or does a new effect have to be rolled for every language requested by the nethermancer?

**A.** Since the Effect of the spell acts as the Speak Language talent, I would say the translator spirit would have to make a Effect test for each language requested.

**#00354**

**Q.** The 7th Circle Nethermancer spell "Wit Friend" gives the recipient a second chance at a failed mental skill or talent test. It states "Use the Effect step as the target number for the second chance at the action." Is this right? Use the Effect step as the target number? Every time the Nethermancer raises his Willforce Talent he will make it harder for the

recipient to succeed at the second chance. That doesn't make sense (this spell is suppose to be helpful).

**A.** The spell description is wrong. The Effect Step should be used as the Step Number for making the second test.

**#00355**

**Q.** What is the range for Astral Sense: Is it 60 yards in front of the Wizard (meaning in the direction he's looking) or is it a 60 yard radius?

**A.** The range of Astral Sense is in essence Line of Sight, meaning 60 yards in front of the Wizard.

**Strands:** We think what Lou intended was 'Field of Vision' in much the same way as Astral Sensitive Sight works (ED pg 54). This distinction is important since Line of Sight is far narrower than Field of Vision. Having 60 yards Line of Sight as the range for Astral Sense is pretty limiting, especially since the Wizard can only discover one target per round. Sensing in a 60 yard radius is far too generous thus we agree with Lou if you substitute Field of Vision for Line of Sight.

**#00356**

**Q.** The Astral Sense spell states that the magician may attempt to cast spells on a target that he has astrally sensed, even if he cannot otherwise see the target. Can you Sense targets behind a door? Also after you sense a target and lets say the target runs through a door and shuts it, then runs down a 20' long hallway through another door and shuts it but is still within the 60 yard range, can the Wizard cast spells on him?

**A.** The reference to casting spells at targets not normally visible does not mean those behind walls, etc. It means those hidden by illusion spells or talents. This spell does not allow a Wizard to cast spells through walls etc.

**#00357**

**Q.** Can Cat's Cradle be used to cast multi-Discipline spells with non-Wizards?

**A.** Yes, but both magicians would need to share the same disciplines. So for example, to use Cat's Cradle to cast an Illusion/Nethermancy spell, both magicians would need to be Illusionists/Nethermancers.

**#00358**

**Q.** What armor applies for Compression Bubble?

**A.** Physical Armor applies.

**#00359**

**Q.** What armor applies for Delay Blow?

**A.** Physical Armor applies.

**#00360**

**Q.** I have a question on some rules that I need clarification on the subject of Dispel Magic and Talents. I understand dispel magic can dispel the use of a talent, but can dispel magic be used to dispel the effect of a talent once used? EX: Remove the effect of the Taunt Talent, thus returning the taunted victim to normal?

**A.** Dispel Magic can only be used to dispel talents which have an extended duration, such as Wood Skin, Dominate Beast, etc. I suppose this could also apply to Taunt, if the gamemaster agrees.

**#00361**

**Q.** What armor applies for Lightning Cloud?

**A.** Physical Armor applies.

**#00362**

**Q.** Spells like Throne of Air and Leaps & Bounds allow the character to avoid blow. Does the character suffer strain when avoiding this way? How many times in a round can the character avoid blow while the spell is in effect?

**A.** The spells you refer to do not grant the Avoid Blow talent to the character, they may be used in place of Avoid Blow for the same effect. No, the character does not suffer strain when using these spells. Also, since these spells take the place of the Avoid Blow talent, characters using these spells can only Avoid Blow once per round.

**Strands:** The final part to this answer concerning the number of time the Avoid Blow type of effect may be used has been reversed by FASA. They have since stated that it may be used as many times as necessary.

**#00363**

**Q.** Does Leaps & Bounds guarantee a safe landing, even if the user were trying to jump through something (window,etc)?

**A.** In most normal cases yes, but if the character were attempting some unusual maneuver (such jumping through a window) I would have them make a Dexterity test (Difficulty: 6 or so) in order to land safely.

**#00364**

**Q.** Can a person with Jumping (L & B, Great Leap, etc) jump down their vertical distance w/o taking damage?

**A.** No.

**#00365**

**Q.** If a windling Wizard cast the leaps and bounds spell upon himself, could he fly and still get the benefit of the "avoid blow" ability granted by the spell or would he have to be on the ground?

A. I would allow a windling Wizard with Leaps and Bounds to use the Avoid Blow feature of the spell even when flying.

#00366

Q. Does the Levitate spell 'grab' items or is it simply a platform raising/lowering from below?

A. Levitate can only lift objects or people within its area of effect (10' X 10').

#00367

Q. How far can something be moved with Levitate in one round?

A. Levitate raises the target 10 feet per round.

#00368

Q. A wizard comes to the top of 21' wall. Not wanting to take the step 15 damage, he would like to either:

☀ a) Create a levitate spell with a top 20' up, and then one at 10' up and then jump on to it and lower himself and his companions down, a feat which I believe is IMPOSSIBLE but one of my players insists should be able to be done.

☀ b) Create a levitate spell at 0 ft, then at 10 ft, and then hop on and lower himself and his companions down. A feat which I believe is more plausible, but I still disagree with.

Also, can you leap off of a levitate?

A. I would say that option 'B' is the correct one. The Levitate spell description states that multiple Levitate spells can be 'piggybacked', but you can't cast a levitate spell on thin air. As for leaping, I would say yes, a character can hop off from a Levitate spell.

**Strands:** We're confused by the question. According to the Levitate spell and previous Q&A, the Wizard could cast the Levitate spell from his current position on a 10' x 10' area that includes his friends. Since Levitate allows objects to be moved at 10' per round, it takes him two rounds to lower the party to the ground. The range of the spell is 100 yards, which surely encompasses the wall's height.

Also note that from the spell's description and previous Q&A, there's nothing to "jump off" of! The spell grabs objects (and characters), meaning the Wizard must release them. There is no platform with the Levitate spell, unlike the Strands Elementalist spell [Air Lift](#).

#00369

Q. What armor applies for Makeshift Missile?

A. Physical Armor applies.

**#00370**

**Q.** The Range listed for Makeshift Missile is touch. I would use my DEX step to throw the missile. Does that determine how far it goes in yards, feet, or what?

**A.** The weapons created through use of the Makeshift Missile spell should have a Range equivalent to that of a dagger.

**#00371**

**Q.** Can a Wizard using Makeshift Missile hand the missile to someone else to throw, or does he have to do it?

**A.** Only the wizard can use the missiles created by this spell.

**#00372**

**Q.** What armor applies for Makeshift Weapon?

**A.** Physical Armor applies.

**#00373**

**Q.** What armor applies for Razor Orb spell?

**A.** Physical Armor applies.

**Strands:** In many of the Wizard spells (like Mind Dagger and Crushing Will), only Mystic Armor applies. We find it interesting that all the Wizard Q&A questions answered here say that Physical Armor applies.

**#00374**

**Q.** In reference to the Wizard spell Thorny Retreat, can the magically created barrier of thorns be destroyed at all besides being dispelled?

**A.** I would say that the thorns created by the Thorny Retreat spell could be hacked and killed as any other plant. I'd give them a Physical Defense of 6, Spell Defense of 6, and a Death Rating of 75 for each 10' X 10' section of thorns.

**Strands:** They should also have Physical and Mystic Armor Ratings. We'd say about 5 for each.

**#00375**

**Q.** The 8th Circle Wizard spell "Wound Mask" is confusing. You roll the Effect dice for the Difficulty Number for any Attack Tests against the spell target. Mr. Wizard roll a 25 for the effect. If the attack test is less than this number, the blow hits the mask instead of the wearer. A roll of 24 or less strikes the mask and does damage to the mask. The mask has a Death Rating of 25 and 10 points of armor. The armor of a Wound mask can only be defeated by an Extraordinary success. If you roll a 48, which is an extraordinary success for a 25, you will strike the wearer not the mask. A roll of 26 will do the same thing (strikes the wearer not the mask) Please explain.

**A.** In order to hit the Wizard, you must get an Attack Test result higher than the Wound

Balance Effect test result. To use your example, if a Wizard gets an Effect result of 26 or more, the attack hits the Wizard, not the mask. The reference to Extraordinary success is the problem. This means (and the text will be fixed in the next reprint) an Extraordinary success against the Physical Defense of the Wizard, NOT against the Difficulty Number of the mask.

**#00376**

**Q.** Can Blood Elves and/or Jubruq be Shamans (Shaman?)? Can Blood Elves be Horror Stalkers? The Blood Wood did not address these disciplines for Blood Elves (that I could find) and since the Jubruq may be any other spellcasting discipline, I just wanted clarification on the Shaman.

**A.** Yes in both cases. Blood elves have the same discipline restrictions as normal elves, and it seems appropriate that Jubruq be able to follow the shaman discipline.

**#00377**

**Q.** Windmasters get Fearsome Charge at eighth circle, why? Do you not have to be riding a mount when using this talent? Windmasters don't seem to be big riders, so can they use this talent without a mount?

**A.** Windmasters can use the Fearsome Charge when using the Dive Attack talent to make an attack.

**#00378**

**Q.** How long does it take a Shaman to gain a spell through using his "Learn Spell Pattern" Talent? My GM and I and at odds about that and would appreciate an expert opinion.

**A.** I would say using the talent takes one hour. Also remember that a shaman can make only one Learn Spell Pattern test per day.

**#00379**

**Q.** When is Memorize Image available for illusionists?

**A.** Illusionists learn the Memorize Image talent at 9th Circle. This appears in the Earthdawn Companion.

**#00380**

**Q.** On the map of the Empire it shows a province by the name of Arancia. However there is no other mention of it any place else in the book. Is there any information on this.

**A.** Arancia is discussed (briefly) in the Talea section of the Theran Empire sourcebook. Actually, Arancia is NOT a Theran province, but a kingdom that is loosely associated with the Theran province of Talea. The King of Arancia also claims parts of Talea as his.

**#00381**

**Q.** The map in The Theran Empire sourcebook didn't look quite right to me. Then it hit me: No Rugaria. Rugaria province was covered in Skypoint & Vivane as a neighboring province south and east of Vivane. So, what happened to it in Thera?

**A.** On the map, Rugaria province is considered part of Vivane province. The province is still there, it just was lumped into Vivane province for the map. In fact, if you look at the Military Postings tables (p. 17 - 18) you'll notice that Rugaria province is listed.

**#00382**

**Q.** I was wondering about the nethermancer spell Pass Ward. Can it be set to allow certain people through?

**A.** I would say yes, but doing so requires 2 points of blood magic damage which can't be healed until the spell's duration expires.

**#00383**

**Q.** I got the "Theran Empire" sourcebook today. Great work, tons of info, and then the absolutely worst fold-out map I've ever seen in any ED book! Why!?!?!?

**A.** What do you mean? I don't think the map is bad at all. Granted, there is not a lot of detail, but it clearly shows the relative locations of the Thera and its provinces. What more would have liked to see?

**#00384**

**Q.** Is the result of the gliding stride test in yards or feet? It's not very clear. Everything else is in yards... but it hints at 'feet' a few too many times.

**A.** The result of a Gliding Stride test is in feet.

**#00385**

**Q.** Can Acrobatic Strike be used in conjunction with Down Strike? If so, what talent step do you use for the attack test?

**A.** Yes, these two tests can be used in conjunction with each other. In this case, the character uses his Acrobatic Strike step for the Attack Test. Down Strike is ONLY used for Damage Tests, NEVER for Attack Tests.

**#00386**

**Q.** I like the premise of the Journeyman Discipline, but have a question: It looks like the only Discipline Talents they receive are Journey Weaving and Karma Ritual. Is this the case or is there some errata of which I am unaware?

**A.** Journeyman adepts can choose 1 talent as a Discipline talent at each Circle past 1st Circle, up to a maximum of 10 Discipline talents.



#00387

**Q.** Since Journeymen are limited to 10th Circle, shouldn't they be limited to a maximum of 9 Discipline Talents?

**A.** Actually, unlike all other racial only disciplines, Journeyman adepts are not limited to 10th Circle. They can advance up to 15th Circle like most other disciplines.

#00388

**Q.** Can a Journeyman take talents from ANY discipline, so could a Journeyman Air Dance and Deathshead?

**A.** Journeyman adepts can learn any talents from any discipline, EXCEPT racial-only talents, such as those found in the various racial-based disciplines. Also, Death's Head is a spell, NOT a talent. However, a journeyman who had Spellcasting and Nethermancer Thread Weaving who knew the Death's Head spell could use them both together....

#00389

**Q.** I was wondering, what are the month names in ED, and how do they correspond to our month names? I've seen them used in a few places, but I still don't know the order or how they correspond.

**A.** The months of the year in Barsaive, according the Throalic calendar, are listed on page 22 of An Explorer's Guide to Barsaive in the Barsaive Campaign Set. The months, in order, are:

- ☀ Strassa
- ☀ Veltom
- ☀ Charassa
- ☀ Rua
- ☀ Mawag
- ☀ Gahmil
- ☀ Raquas
- ☀ Sollus
- ☀ Riag
- ☀ Teayu
- ☀ Borrum
- ☀ Doddul

Each month is 30 days long, and each begins on or near a new lunar cycle. Between the months of Gahmil and Raquas the Throalic calender sets aside 5 days to celebrate the earth. There is no direct correspondence between the Barsaive months and those we current use.

#00390

**Q.** Can you bypass threads on a thread item? Say you are a Lightbearer, and you have a magic item that requires you to do blood magic, can you spend the LP, not do the blood magic, thus not receive the goodies for that rank, and then continue on to other ranks unmolested? (Puppet familiar, rank 4, deed)

**A.** Sorry, but no you can't 'skip' thread ranks on a thread item.

#00391

**Q.** In the Earthskin description, it says it "allows the character to take more damage before falling unconscious, or being killed", yet it only seems to add to death rating and spell defense, not unconsciousness rating. Is this right, or a typo, or am I just loosing it?

**A.** The text should read that Earthskin 'allows the character to take more damage before dying.'

#00392

**Q.** What would be the target number for learning Dragon (Draconian) Spoken language, if one was willing to teach a character that has the speak language talent? It may also be that they do not have one as we know it, due to the way they communicate, which seems to be much like telepathy.

**A.** I would say that Name-givers (except dragons) \*can't\* learn the dragon's language. However, since most dragons can speak Throalic (and nearly any language they need to speak), this should cause too many problems when trying to communicate with dragons.

#00393

**Q.** Though I could probably find this some where, I'm not sure where it is, so could you tell me again what the three Mad Passions Ideals were before the scourge?

**A.** We haven't published what the ideals of the Mad Passions were before the Scourge in any single source, but here is the basic lowdown:

☀ Dis (Erendis before the Scourge): Order, Bureaucracy

☀ Vestrial: Trickster

☀ Raggok (Rashomon): Leadership

#00394

**Q.** I know there was a sourcebook or two that mention old references to Questors of the untainted three passions. "The King who Ruled the Passions" (I think that was the title) was one, but I remember another as well. Any ideas offhand where they might be?

**A.** The King Who Ruled the Passions is one of the legends that appears in Legends of Earthdawn Volume I. I can't recall any other sourcebook which discusses the ideals of the Mad Passions prior to the Scourge. While I'm on the subject, the upcoming Secret

Societies of Barsaive (scheduled for release in November), includes entries for cults devoted to each of the Mad Passions.

**#00395**

**Q.** In Defensive Stance you receive a -3 step penalty, is this just for combat type stuff, or would one receive it if say they decided to step back, take defensive stance, and do Fire Blood?

**A.** The -3 step penalty from using the Defensive Stance combat option applies to *\*all\** tests, including, in this case, Fire Blood. Because the character is so focused on defending himself and not getting hit, it prohibits him from focusing completely on other tasks.

**#00396**

**Q.** I have ruled that if one rolled high enough on Air Dance, or has the second weapon/second attack talents, that the second "attack" is just that, an attack only. You could not for instance, get a full combat move again, or take a potion, or cast a stored spell, etc. is this correct?

**A.** Yes. The second attack granted by the Air Dance talent (or Second Attack or Second Weapon) is just that, an *\*attack\**, NOT an Action.

**#00397**

**Q.** If one decides to go all out (Aggressive Attack) on your first attack, rolls high enough on Air Dance to get the extra attack, can one decide at that time if they are still all out, or are they automatically continuing what ever tactic they started with? Could they change their tactic, say giving ground, after going all out on there first attack?

**A.** The bonuses and penalties of combat options apply for the entire round. In this case, the character could not change from Aggressive Attack to Giving Ground in the middle of a combat round.

**#00398**

**Q.** If a warrior is using Air Dance, and they are granted the second attack, on their first attack they use acrobatic strike and down strike, can they do the same thing on their second attack? Also, does air dance count as part of the rule of three (i.e.: The above example could not use a magical weapon's bonus)?

**A.** No, the character could NOT use Acrobatic Strike/Down Strike on the second attack. Air Dance counts towards the Rule of Three for Initiative, but NOT for Attack. Remember that the Rule of Three allows up to 3 abilities to be used for a single Initiative Test, Attack Test, AND Damage test.

**#00399**

**Q.** Can you do Air Dance/Tiger Spring on Initiative, then Gliding Stride for height, then Acrobatic Strike for the Attack, and Down Strike for the Damage all in one or more rounds, all while spending Karma in all the appropriate places, going Aggressive

Attack, and adding magical weapon bonuses, and magic say from a ring of accuracy, as long as you do not break the Rule of Three, on Init. or Attack or Damage tests, excluding Karma?

A. Yes, a character can do that. It's things like this that lead me to think of Earthdawn as fantasy super-heroes....

**#00400**

Q. >>> In the Rule of Three, could you combine more than one of the three things listed, as long as you don't go over three? Say, Down Strike, Thread weapon damage bonus, and the Ring of Accuracy damage bonus? Still only three things on a damage test. Or can there be only ONE of EACH type of bonus? So said character would have to have, Down strike, the Combat Fury spell, and either the Ring or Weapon damage bonus. Which is right?

A. Your first guess is correct. The Rule of Three states that up to \*3\* bonuses can be added to each Initiative, Attack, and Damage Test, but a character can add more than one of a single type (such as 2 magical items or 2 talents) to a single test.

**#00401**

Q. Why does Lizard Leap seem so much more powerful than Great Leap? Is there a misprint I'm unaware of? Our T'skrang Boatman, is by far out jumping our Troll Sky Raider, which doesn't seem right to me.... Not to mention the Phy. Def. bonus of Lizard Leap.

A. First off, remember that not all talents are equal in effectiveness and power. Great Leap is a 2nd Circle talent, while Lizard Leap is a \*6th\* Circle talent. This alone means that Lizard Leap should be a little better than Great Leap.

In regards to the Physical Defense bonus of Lizard Leap, keep in mind that the result of a Great Leap test becomes the Physical Defense of the character. Now while this can result in a lower Physical Defense rating for the round, most often this will result in a higher Physical Defense rating.

**#00402**

Q. I have a question about the first circle Nethermancer spell, Chilling Circle (I think that's the name of it.) The spell says it causes step 4 (d6) damage to everyone in the circle, does this include the Nethermancer that cast it?

A. I would say that the nethermancer does take damage from the Chilling Circle spell.

**#00403**

Q. As a Discipline Talent for Beastmasters, Claw Frenzy should not require Karma, though they may choose to spend Karma for it. No other Discipline has Claw Frenzy as a Talent (at least in the few books I have), yet the Claw Frenzy Talent specifically mentions spending Karma. Which is most correct?:

1. A Beastmaster may attack a number of times equal to his rank with Claw Frenzy without spending Karma.
2. As #1, and anyone else who has the Talent (i.e., humans with Versatility or other, newer Disciplines who do not have it as a Discipline Talent) must pay Karma.
3. This Talent is an exception and a Beastmaster is required to spend Karma even though it is a Discipline Talent.

My personal take is that number 2 is most correct. Any help would be appreciated

A. Yes, number 2 is correct. However, we've recently made some changes to the Claw Frenzy talent, outlined below:

### Claw Frenzy

Step Number: Dex + Rank	Action: Yes
Skill Use: No	Requires Karma: Yes
Strain: 1 per attack	Discipline Talent Use: Beastmaster

The talent is the same as described EXCEPT:

- ☀ The character must declare how many attacks he wishes to make each round, \*up to his Rank in Claw Frenzy\*
- ☀ The characters can continue to make attacks, up to the number he declared, until he misses one, at which point he can't make any further attacks.
- ☀ The character takes 1 point of Strain per attack \*declared\*, all at once after all his attacks have been made.

### #00404

**Q.** Air Armor: Does it give 3 points of Physical Armor against all attacks, or just fire attacks?

**A.** The armor bonus of this spell applies against all attacks.

**Strands:** Note this is FASA's version of Air Armor, and not the Strands version.

### #00405

**Q.** Billowing Cloak: this spell says to use the spell's effect step as the equivalent of the First Impression talent. First Impression needs both a Rank and a Step: Step determines duration and Rank determines the bonus to Charisma for that duration. What is the Rank used?

**A.** Use the magician's Rank in Spellcasting.

### #00406

**Q.** Call Forth the Maelstrom: the range is listed as "None." Does this mean that the caster has to be within the area targeted?

**A.** The Range of this spell should be Touch, and means the character must be able to touch the area targeted.

**#00407**

**Q.** Impossible Knot: does the protection against cutting or breakage extend to the entire rope? Otherwise anyone could circumvent this spell by cutting the rope away from the knot.

**A.** Yes, the protection of this spell extends to the entire rope.

**#00408**

**Q.** Bond of Silence, Clothing Gone, Stench, Reversal of Passion: these spells all give Willpower rolls to break out from their effects. Is this meant to be Willpower or Willforce, or are they specifically Willpower only? I know that Willforce says that it can substitute for any Willpower roll to break an effect targeted against spell defence, so that question may seem redundant; I'm curious if any of these spells (and some other ones I'll mention later) are meant to exclude Willforce.

**A.** This is meant to be Willforce, as all these spells are targeted against the Target's Spell Defense. As noted above, no they're not meant to exclude Willforce.

**Strands:** Unless it is otherwise stated, we would assume all spells are based on Willforce even if the Effect states Willpower. We would expect the spell's description to explain why Willforce could not be used.

**#00409**

**Q.** Blood Servitor: What are the servitor's Attribute Steps? I assume the Dex, Per, Will and Cha steps would be based on the caster's, but what are the Str and Tou steps? The same as the animal the servitor imitates?

**A.** If you really need the servitor's Attribute Steps, I'd use the Nethermancer's Attributes for all the servitor's.

**#00410**

**Q.** Last Chance: how many times can this be cast? Just once, or as many times as you can manage before the minute limit is up?

**A.** I would probably allow this spell to cast up to 3 times (1 round (at least) for each casting, and 1 round for a Recovery Test).

**#00411**

**Q.** Nightflyer's Cloak: Can the Nethermancer cancel the spell before it's duration ends, or does she have to wait for it to expire?

**A.** Like all spells, the magician can cancel the effects of a spell before its Duration expires.

**#00412**

**Q.** Blind/Incessant Talking: again, these are given Willpower rolls to break out of, without mentioning Willforce.

**A.** Willforce can be used on these spells as well.

**#00413**

**Q.** Sense Horrors: it detects "Horror-touched Name-givers" but not Horror Marks? What in this case does Horror-touched mean? Horror corrupted?

**A.** Horror-Touched means corrupted, possessed, or otherwise controlled by a Horror. Horror Marks are **very** different.

**#00414**

**Q.** Bone Walker: can you create more than one Walker at a time in a single bone circle?

**A.** No.

**#00415**

**Q.** Astral Beacon: does this spell have any visible effects outside of Astral Space?

Possibly the nastiest curse in the game, and like Horror Call and Shift Skin, one that should be outlawed in most places.

**A.** No, this spell has no visible effects outside of Astral Space.

**#00416**

**Q.** Wither Away: shouldn't this spell cause a loss of a percentage of body weight per month, rather than Willforce pounds? Otherwise it will definitely kill a windling, and barely touch a troll.

**A.** If you'd like you can certainly play it that way.

**Strands:** And it seems to us you should. The percentage of body weight lost per month would be equal to the Effect Test (Willforce).

**#00417**

**Q.** Unnatural Life Spell: should this spell cause the caster some blood damage, as the Horror power does to the Horror? Otherwise there's no limit to the number of unnaturally alive undead the Nethermancer can create.

**A.** I would say that the number of Unnaturally alive undead a Nethermancer can have active at one time is equal to his Rank in Spellcasting.

**#00418**

**Q.** Spellstore: will this spell allow the caster to place any type of spell he can cast within the store, or only Wizardly spells?

**A.** This spell can store spells of any type.

**#00419**

**Q.** Liquid Eyes: another Willpower roll to break?

**A.** Yes, Willforce applies.

**#00420**

**Q.** City in a Bottle: what happens to anyone in the area when a City is restored to it's original setting?

**A.** They would be magically displaced, NOT simply crushed.

**#00421**

**Q.** Second Riposte: shouldn't the cost be 200 LPs rather than 300, or is this extra 100 LP cost a result of the two talents required?

**A.** To be honest, I don't recall why the cost is 300 LPs, so I guess it should be probably simply be 200.

**#00422**

**Q.** Talismans: Can you use re-attuning on the fly to re-attune a talisman? (People have already pointed out that they take much longer to attune than normal matrices, so the answer is probably no.)

**A.** No.

**#00423**

**Q.** Orichalcum Shields: How much do they weigh? In fact, how much do any of the common thread items weigh? For a lot of them, I assume it's the same as the ordinary items they are based on, but with some its difficult to guess. We have the weights for all the blood charms and potions, but not the thread items. The Orichalcum Shield is made out of different materials than the crystal viking shield, and it has a bigger Initiative penalty; there's a good argument that it has a different weight.

**A.** Orichalcum Shields weigh the same as normal crystal viking shields.

**#00424**

**Q.** On the Lightning Bolt Earrings, is the Strain power at Rank 3 (or whatever) able to be used for higher bonuses? (i.e. +5 for 2 Strain or +3 for two Strain when you have max threads woven.) What talents do they apply to? (Or maybe "What Dex based talents do they NOT apply to?")

**A.** No, the Strain power at Rank 3 only applies to the +3 bonus gained at Rank 3.

When the text says that the bonus applies to 'Dex-based talents involving reflexes and movement' it means only talents that affect the character's reflexes and movement capabilities, such as Initiative boosting talents, movement talents. It should NOT apply to attack talents, or other activities such as climbing, lock picking, etc. I would allow



these bonuses to apply to defensive talents (including Avoid Blow and Riposte), as these relate to the character's reflexes.

Note that the Strain power at Rank allows the +3 bonus to be applied to ANY Dexterity based talent.

**#00425**

**Q.** If a Purifier has Body Control and Body Blade, would both count towards damage? And if not, then why bother with Body Blade since the two talents appear to have identical function with regard to game results.

**A.** No, you can't combine both of these talents.

**#00426**

**Q.** Perhaps I fell asleep when reading, but are there any rules about drowning? I don't recall ever reading them, and they weren't in the index.

**A.** Rules for swimming and drowning can be found in Denizens of Earthdawn Volume I (p. 123).

**#00427**

**Q.** What is the price for an orichalcum coin? Where could you get one?

**A.** Orichalcum coins are worth 10,000 silver pieces each! They are extremely rare, are likely only available in the largest cities, such as Travar or Urupa, as well as in Throal and perhaps Iopos.

**#00428**

**Q.** Target Portal gives a range of 1,000 yds. Does the caster need to see or know where the target is to use this spell. Is this spell affected by physical barriers. Example: Can a Nethermancer cast a spell via Target Portal at a target on the other side of a building per say

**A.** No, the magician does not need to see the target in order to cast a spell at the subject of his Target Portal spell. The spell is NOT affected by physical barriers.

**#00429**

**Q.** I'm kinda confused about magic items & their Deeds. As the Earthdawn rulebook describes them on p. 147, the Legend Points gained from a Deed can only be used to raise the Thread Rank for the item to the appropriate rank. If this is so, why do Deeds like that for Nioku's Bow, Rank 7, (or heck, even the Counterspell Staff) give so many Legend Points?

**A.** If you look at the number of Legend Points awarded for most Deeds, you'll notice that most often the amount earned usually covers the cost of either the Rank of the Deed, or the previous or following thread rank. The idea was to base the awards for

Deeds on the number of Legend Points the character needs to spend to purchase the Thread Rank at which he performs a Deed.

For instance, in the cast of the Counterspell Staff, the award of 1,300 Legend Points covers the cost of the Rank 4 thread, plus part of the Rank 5 thread. A similar situation exists with Nioku's Bow. The 61,000 Legend Points earned for the Rank 7 Deed are the exact amount needed to purchase Rank 9 and Rank 10 threads.

**#00430**

**Q.** The Counterspell Staff says that it works against one Discipline at first and then more. When does the Staff gain the abilities to dispel other Disciplines?

**A.** I would say that the Counterspell Staves become effective against additional disciplines at ranks 3, 4, & 5. This is in addition to the Effects listed.

**#00431**

**Q.** About the Amulet of Dirac Tol Amarra (Mists p. 98)... I think there may be a problem with the Rank 3 ability... Doesn't the ability to work as a Healing Potion for 1 point of strain essentially mean the character can't ever be seriously wounded or injured? It would mean the character could heal as many Wounds and take as many Step 8 Recovery Tests as they want, minus just a single point of damage in the end. Is this right?

**A.** Actually, this power is supposed to be limited to once per day! (God do I hate errors!)

**#00432**

**Q.** The Earthdawn rules book section on Thread Weaving makes a distinction between Test and Research Knowledges. This distinction seems lost in the Companion when it discusses weaving threads to pattern items. It seems to imply that simply using Item/Weapon History to uncover Key Knowledges is all that is necessary to weave threads to the item. Is this a misunderstanding?

**A.** There is a difference between weaving threads to magical items and weaving threads to pattern items. Essentially, all pattern items have the same basic Test Knowledge, namely: "How is this pattern item significant to its subject?"

Where the difficulties in using magical items come largely from learning it's key knowledges, the difficulties in using pattern items center around obtaining the item (which is often difficult as pattern items are NOT easily identified), and then determining the significance of the pattern item to the subject.

**#00433**

**Q.** The Forge Blade talent is pretty nifty, as defined in the rulebook, but doesn't it seem a bit powerful? A party with a 5th Circle Weaponsmith would have, very easily, all of their weapons' Damage Steps raised by 5 points each, given a bit of time. Have there been modifications or errata to this talent which I don't know about? Or is it intentionally incredible?

**A.** The only restriction that's been placed on the Forge Blade talent is that it can only increase the Damage Step of a weapon by that weapon's base Damage Step, for a total Damage step of up to double the weapon's original. For instance, a broadsword can only be increased as high as Step 10, while a Dagger can only be up to Step 4.

**#00434**

**Q.** Do you have any thoughts on what the range of Taunt should be?

**A.** I'd say the target character has to be within line of sight AND hearing...probably no more than 20 - 25 feet at most.